MechWarrior®
Technology of Destruction

MW™

MechWarrior Technology of Destruction

Since its beginnings as the BattleTech® boardgame, the Mech-Warrior universe has captivated millions of fans worldwide. For two decades, the collision of interstellar politics and war has rewarded fans with amazingly detailed fiction, captivating characters and fantastic adventure.

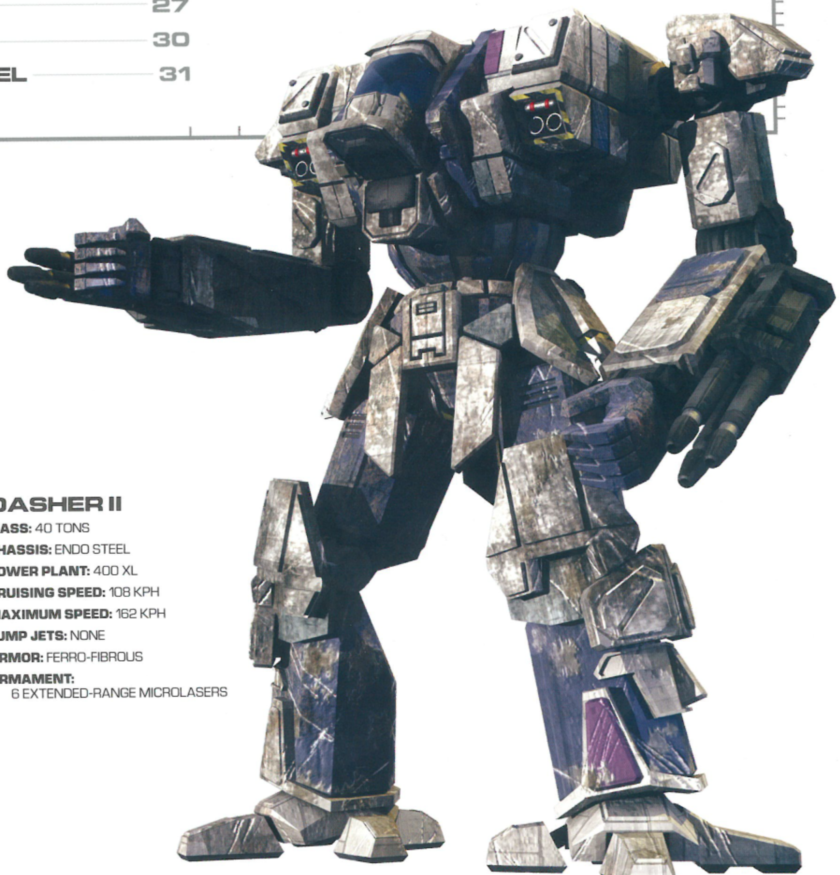
Now, in this lavishly illustrated, full-color book, the MechWarrior universe is brought to fans in a completely new way. Here is an inside look at the BattleMechs® that have made MechWarrior famous, and all the details that make the universe unique. *MechWarrior: Technology of Destruction* offers a fascinating look at the huge war machines that boil the blood of MechWarrior fans of all ages, and excite anyone interested in futuristic technology.

MechWarrior®

Technology of Destruction

TABLE OF CONTENTS

FOREWORD 03
INTRODUCTION 04
A TIME OF WAR 05
FOR LOYALTY OR MONEY 06
BATTLEMECHS 14
MECHWARRIORS 15
WEAPONS AND EQUIPMENT 16
INSIDE A 'MECH 18
TUNDRA WOLF: BEHIND THE ARMOR 19
COCKPIT 21
INDUSTRIALMECHS 22
MODIFIED INDUSTRIALMECHS 23
LIGHT 'MECHS 24
MEDIUM 'MECHS 25
HEAVY 'MECHS 26
ASSAULT 'MECHS 27
THE UNIVERSE 30
INTERSTELLAR TRAVEL 31
THE REPUBLIC OF THE SPHERE MAP 34
CORE FACTIONS 36
GREAT HOUSES AND CLANS 38
UNIVERSE FACTIONS 39
VEHICLES 42
TRACKED AND WHEELED 43
HOVER 44
VTOL 45
SIZE COMPARISON CHART 47
INFANTRY 54
GNOME: INSIDE AND OUT 55
BATTLE ARMOR 56
VARIOUS UNITS 57
MECHWARRIOR 62



DASHER II

MASS: 40 TONS
CHASSIS: ENDO STEEL
POWER PLANT: 400 XL
CRUISING SPEED: 108 KPH
MAXIMUM SPEED: 162 KPH
JUMP JETS: NONE
ARMOR: FERRO-FIBROUS
ARMAMENT:
6 EXTENDED-RANGE MICROLASERS

FOREWORD

It seems unlikely that an idea that I came up with on the convention floor of a trade show that no longer exists would grow into the most popular original science-fiction gaming property of all time (at least to date—one hates to predict the future). **BattleTech®/MechWarrior®** has sold tens of millions of PC and console video games, millions of novels, about a million game books, and most recently, more than fifteen million miniature figures for the new **MechWarrior®: Dark Age** game. The editors of this book asked me two questions about this phenomenon: where did it all come from, and what is it about this universe that captured people's attention and then continued to entertain them for decades?

Well, this is a bit like asking a parent about his or her own children: a situation unlikely to result in a truly objective analysis, but I will give it a shot. The gleam in the eye for **BattleTech** was the graphic dynamics of the robotic characters in the old Japanese anime shows *Crusher Joe*, *Macross*, and many of their contemporaries. I loved the strength of those images, but I felt that the stories surrounding them were not quite right for the Western markets. The Japanese stories tended to imbue the mechanical monsters with magical personalities and often had teenagers solving all the world's problems. I wanted to treat the walking tanks like vehicles in the real world, like fighter craft from World War II. The pilots would often create personalities for the vehicles on which their lives depended, but in the end, those vehicles were just nuts and bolts, often held together with spit, bailing wire and duct tape. And I wanted this WWII mentality set against a story that was driven by humans' lust for power and glory.

Whenever creating a fictional world, I look to history for inspiration. In this case, I found the perfect setting—a period of Roman history called the Succession Wars. In a fit of amazing imagination, I dubbed mine the same: I liberally borrowed from the stories of the Roman successor states after the fall of Rome as they beat the hell out of each other, each trying to become the new capital of a reassembled Roman empire. What they did in the end was destroy what was left of the Roman Empire, and the barbarians saw their opportunity and invaded. The setting was perfect, as the wars were driven, not by the need for resources, but by the frailty of heart and the bullheadedness of ego.

While a human child generally requires only two parents, this baby had many, many more. Foremost among them, of course, are authors and game designers, including Mike Stackpole, L. Ross Babcock III, Sam Lewis, Bryan Nystul, Randall Bills, Loren Coleman, Matt Robinson, Jim Long and Paul Nobles. Equally important are the artists, including Duane Loose, Doug Chaffee, Les Dorshied, Franz Vohwinkel, Matt Plog, Chris Lewis, Matt McDonald, Lex Story, David McCoy, Vic Bonilla, Tom Peters, and Duane Molitor to name a few; many more have added their sketch pencils to the universe. Again, of equal importance are the creators of all the video games and the authors of every novel and sourcebook. There have been literally thousands who have contributed enormously to the **BattleTech** universe, and it has benefited from all of their contributions and creative energies.

So, that's a little about where **BattleTech/MechWarrior** came from, but why does it continue to entertain? I believe that many people were initially attracted to the dynamic visuals of the universe: huge robotic war machines set in a universe in decline populated by colorful, larger-than-life characters. There is no question that the BattleMechs® are and always were the stars of this show, but if that were the sum of the world of **BattleTech**, I think people would have quickly become bored and moved on. I think it was characters like the well meaning but ruthless Hanse Davion (the Fox) and the beautiful but deadly Natasha Kerensky (the Black Widow) that found their way into people's imaginations and hearts and held people's interest. But because this is a game universe, the players needed to become part of it, rather than just read about it. This is where the Royal Houses and Clans became a huge motivating factor. These star empires locked in desperate battle each have their own culture, sense of honor and purpose; their own heroes; and their own look and feel. They are fully realized places and cultures that players were attracted to and wanted to become part of. It is the players themselves who breathed life into the Clans and Houses, and it is the players' energies and passions for their stories that encouraged others to become involved.

And in the end, I believe this is the real reason that we are all here more than two decades later talking about an idea created on a trade show floor—because the players invested themselves in the **BattleTech** universe and made it their own. In doing so, they have fueled it with their own energy and creativity.

Thanks for making the **BattleTech** universe part of your world. Let's continue to share it for many years to come.

Jordan Weisman

CENTURION

MASS: 50 TONS
CHASSIS: COREAN MODEL KL77 ENDO STEEL
POWER PLANT: VLAR 300 XL
CRUISING SPEED: 64.8 KPH
MAXIMUM SPEED: 97 KPH, W/MASC 130 KPH
ARMOR: STARGUARD IV FERRO-FIBROUS
ARMAMENT:
1 IMPERATOR TYPE II LIGHT GAUSS RIFLE
1 BRIGHT-BLOOM EXTENDED-RANGE MEDIUM LASER
1 LUXOR 3R LRM-10

INTRODUCTION

As with most things concerning **BattleTech/MechWarrior**, this book has been a labor of love from the concept stage. It has been said that the adventure gaming industry floats on the passion of its employees, and this book abundantly proves that statement to be true. Most of those who worked on this project have been involved in the **BattleTech/MechWarrior** universe to one extent or another for many years. In all that time, a book on the scale of *MechWarrior: Technology of Destruction* has been an unrealized dream.

When WizKids, LLC decided to publish a book about the **MechWarrior** universe (and by extension, their tabletop miniatures game **MechWarrior: Dark Age**), the company originally envisioned a more traditional presentation of information. Fortunately, the company quickly changed course upon recognizing that the expansive **MechWarrior** intellectual property could successfully support a book combining the stunning visuals and engaging words so thoroughly developed during the past two decades.

MechWarrior: Technology of Destruction begins with the short story

Mad Cat II 'Mechs on the prowl on New Rhodes III.

"For Loyalty or Money," plunging readers into the **MechWarrior** universe by dropping them directly into a 'Mech battle.

The highlight of the "BattleMech" section is a fully detailed cutaway view of a BattleMech, bringing the inside out on a large scale. This section also features the all-important MechWarriors that pilot these mammoth machines, including many particularly notorious pilots; the weapons and equipment found on these thirty-second-century war machines; and the multitude of ingenious uses for IndustrialMechs.

The "Universe" section peels back the intricacies of the powers, politics and passions that fuel the dynamic **MechWarrior** universe. It includes information about various **MechWarrior** factions and interstellar travel and a fold-out star map of the universe.

The "Vehicles" section details both the unusual and the more commonplace vehicles that fight on the future worlds of **MechWarrior**.

A double fold-out "Size Comparison Chart" presents a swath of units of every type, presenting readers with a visual reference for the scale of the universe.

The "Infantry" section proves why even a high-and-mighty BattleMech must fear standard and power-armored (battle armor) infantry.

The final section briefly describes the **MechWarrior: Dark Age** collectable miniatures game (CMG) and offers stunning photos of the miniatures in action.

Technology of Destruction offers the eye-popping visuals and detailed technical explanations that appeal to all fans of futuristic technology. It also succeeds in giving long-time fans of **MechWarrior** and **BattleTech** a completely new view of the best-loved part of the vast universe.

GHOST

MASS: 50 TONS
CHASSIS: GST-LITE ENDO STEEL
POWER PLANT: DEFIANCE 300 LIGHT FUSION
CRUISING SPEED: 65 KPH
MAXIMUM SPEED: 97 KPH
JUMP JETS: NONE
ARMOR: DURALLEX HEAVY WITH CASE
ARMAMENT:
2 THARHES THUNDERBOLT 12 LARGE PULSE LASERS
1 DEFIANCE E5L EXTENDED-RANGE SMALL LASER
1 HOLLY SRM 6-RACK

Mechwarrior Universe Timeline

2108
The Terran Alliance Ship (TAS) *Pathfinder* uses the Kearny-Fuchida drive system to make the first hyperspatial jump. For the first time, humans are able to travel almost instantaneously from the Sol System to the Tau Ceti System, 3.46 parsecs away. Massive interstellar space colonization begins.

2271
The Treaty of Marik is signed, signaling the formation of the Free Worlds League and declaring those planets' independence from Terra. The League is the first of the Great Houses, each of which will ultimately control hundreds of worlds. Within a century, four other powerful planetary alliances will also declare independence from Terra and the Terran Hegemony government. These states will become the star empires known as the Draconis Combine, the Federated Suns, the Capellan Confederation and the Lyran Commonwealth.

A TIME OF WAR

For almost a thousand years, humans have journeyed into the far reaches of space, colonizing thousands of worlds and forming star-spanning alliances. From these grew the five vast star empires that make up the Inner Sphere. The Inner Sphere was rife with division as the ruling dynasties warred constantly over colony worlds that provided valuable resources. In the twenty-fifth century, these titanic struggles led to the development of BattleMechs: gigantic, humanoid battle machines bristling with lethal weapons.

As the price of conflict grew, the Inner Sphere tired of war. Eventually, the five ruling Houses joined together in the Star League, a federation led by a First Lord and served by its own army. For nearly two hundred years, the Star League brought the Inner Sphere peace and prosperity.

The sudden death of the Star League's First Lord paved the way for an evil genius named Stefan Amaris to stage a bloody coup d'état. The Star League Defense Forces, commanded by the brilliant General Aleksandr Kerensky, refused to accept Amaris's rule and fought him in one of the largest-scale wars humanity has ever endured. Kerensky's forces won, but at a terrible price; despite the efforts of Kerensky to hold it together, the Star League dissolved.

Unable to halt the ongoing conflict, Kerensky appealed to his soldiers to join him in leaving the Inner Sphere. Nearly 80 percent of the Star League army heeded Kerensky's call to build a new Star League somewhere far beyond explored space. Kerensky and his followers abandoned their homes and headed into uncharted areas of the galaxy, presumably never to return.

War followed war in the wake of Kerensky's dramatic departure. For nearly three centuries, each House of the Inner Sphere fought in vain for the right to rule the others. These Succession Wars forged new alliances and cost the Inner Sphere lifetimes worth of scientific advancement and irreplaceable technology. Constantly maneuvering for position, the House Lords assumed that the greatest enemy they would ever face was each other.

They were wrong.

While the Inner Sphere sank into barbarism, Kerensky's followers built a new society in the harsh environs beyond known space. They developed a rigid caste system based on eugenics and martial ideals, designed to produce the ultimate warriors. For nearly three hundred years, they were unified by one burning goal: that when the time was right, they would return home and conquer the Inner Sphere. They planned to serve as the saviors of humanity and to rebuild the Star League in their own image. When the time seemed ripe, the Clans, with their superior warriors and technology, drove straight toward Terra, the birth world of humanity.

Faced with a common enemy, the states of the Inner Sphere united against the threat, establishing a new Star League. Finally victorious in 3060, the Star League halted the Clan invasion and a new era of peace seemed imminent. It was not to be, however, as war once again swept through nearly every House and Clan, with the most vicious fighting occurring in the civil war between House Davion and House Steiner.

In 3067, with the dissolution of this second Star League, a massive jihad by a quasi-religious faction called the Word of Blake was launched. More so than at any other time in humanity's history, this apocalypse threatened to destroy the very fabric of society. It was during this time that Devlin Stone appeared, winning victory after stunning victory. Upon the final defeat of the Word of Blake, Stone declared the formation of The Republic of the Sphere, a new order that would do away with war, with its capital located on Terra. In a single generation, The Republic managed to create a golden era for its citizens that slowly spread to the rest of the Inner Sphere. For nearly two generations, peace and prosperity reigned. Then, on August 1, 3132, 80 percent of the Hyperpulse Generator (HPG) communications grid that connects the stars was knocked off-line.

As the darkness of the communications blackout falls, wars and rumors of war spread. Uncertain of the future and terrified of the present, many fall back on old loyalties and hatreds. Local leaders quickly emerge, driving the energies of their followers, whether for the almost mythical Devlin Stone, a Great House, or themselves: war has come once again.

Welcome to **MechWarrior: Dark Age**.

A Knight of the Sphere *Crimson Hawk* fights in an urban jungle.

2398

The Age of War begins when a territorial dispute between the Capellan Confederation and the Free Worlds League erupts into a shooting war, touching off conflicts across the Inner Sphere. Attempting to contain the escalating violence, the House Lords create the concept of limited war through the Ares Conventions, which legislate the conduct of warfare and turn it from mass destruction into a strategic and controlled exchange of stylized feints and counterfeints. Ironically, this surgical approach to conflict allows war to become a means of resolving any disputes.

2439

The Terran Hegemony unveils the BattleMech. Derived from IndustrialMechs, BattleMechs demonstrate exceptional mobility and adaptability to diverse environments when compared to conventional armored vehicles. Their ability to mount a full array of weapons along with the latest defensive armaments further enhances their battlefield capabilities. Within thirty years, the rest of the Houses have stolen Hegemony schematics to build their own BattleMechs. The BattleMech becomes the undisputed "King of the Battlefield."

FOR LOYALTY OR MONEY

A MECHWARRIOR SHORT STORY

The cacophony of a thirty-ton behemoth crashing to the ferrocrete street tore through the steel-and-brick canyons of the city of Port Howard. The street buckled and windows in the nearest skyscrapers shattered. Parked hovercars leapt into the air and crashed downward. The resonating echoes seemed to take on a life of their own: the howl of the mythic Nordic rime giant, come to wreak terrible havoc.

Kommandant Tamara Duke smiled, her thin, bloodless lips compressed into an unflattering line. A feral gleam shined in her almond-shaped eyes. Her *Wolfhound* was her iron fist, the "Eisenfaust" of a metal Nordic rime giant.

"Another worthless lucrewarrior goes down, quicker than his allegiance changes," she said softly, so as not activate her commline.

"Bogie four down." The voice of her XO exploded in the confines of her neurohelmet. The ever-efficient Hauptmann Vic Parkins. "Leutnant Jenkins, sweep your lance northeast through quadrant 435 to 436. We've got them pulling back, and they're not getting away. Lupine Striker Lance, drive straight for the target; we'll worry about the stragglers."

Tamara's smile died. Too efficient, sometimes. Her command needed to hear her orders from her, or they would soon be following Parkins, whether the orders were hers or his. Fury engulfed her and the tendons in her hands cracked as

WARHAMMER IIC

MASS: 80 TONS
CHASSIS: SFX-80 ENDO STEEL
POWER PLANT: TYPE 10 320 FUSION
CRUISING SPEED: 43 KPH
MAXIMUM SPEED: 65 KPH
JUMP JETS: NONE
ARMOR: COMPOUND ZM15 FERRO-FIBROUS
ARMAMENT:
2 TYPE DDS EXTENDED-RANGE PPCS
2 SYSTEM 4 ADVANCED TACTICAL MISSILE 6-PACKS
1 SERIES 1 MK III EXTENDED-RANGE SMALL LASER

she gripped her *Wolfhound's* joysticks; her trigger finger slowly pressed down until her primary weapons configuration was a fraction of a pound of force from firing. The seconds stretched as she contemplated moving against her XO right now. She burned to obliterate this constant source of irritation and subordination.

What would Jasek say? The thought blossomed like an ice lotus, chilling Tamara's anger while paradoxically warming her heart. As leader of the Stormhammers, Jasek Kelswa-Steiner would have no choice but to publicly reprimand her, perhaps even remove her from command. Jasek had to keep his subordinates in line, after all. She didn't mind being stripped of command or perhaps even cashiered out. It'd be worth it to finally pay back her XO, with interest. But Tamara couldn't abide the thought of Jasek raising his voice in anger toward her. There was only one emotion she wanted to hear in his voice, and it had nothing to do with a battlefield or her current objective raid.

"Kommandant, advance?" The unconcerned voice of her XO interrupted her reverie. The irony of the situation brought back her thin-lipped smile. He had no special concern for his safety, unaware that he'd almost met death at the hands of his own commander.

"By all means. All units, advance to the HPG," she replied. Quickly checking her secondary monitor, she saw that her radar showed the wedge of her forces beginning to push farther into the city of Port Howard. They'd traveled a hundred light years to the world of Towne, and regardless of Parkins' impudence, she'd capture their objective and return to Nusakan to hand Jasek a success.

Using her 'Mech's foot pedals to jockey her Wolfhound in the correct direction, she slowly eased the left-hand throttle forward. Her ride began to pound down the ferrocrete road, its meters-long stride eating up the distance between her and victory.

***

His friend Death was on the prowl again.

Thos Cardella stretched his neck—his massive frame making him bump his neurohelmet-encased head into the ceiling—and wondered at the perversity of what life could bring at a moment's notice. Just days ago, he and his fellow warriors had been enjoying the quiet of Towne: the eye of a hurricane in a universe gone mad with fear, anger, war and death. Now, that peaceful eye had turned baleful, and what had been the cushiest garrison contract ever landed by a merc unit had suddenly turned into a real combat assignment, with raiders landing practically on top of Thos and his fellow Twenty-First Centauri Lancers. It didn't help that their commander was a nervous wreck (Chak Rasbid always seemed to be a nervous wreck, forcing Thos to wonder how he'd managed to land his command slot)—and Chak running around as though his head had been cut off would be amusing ... if it wasn't so dangerous.

After all, though Thos did not resist Death (his attitude perhaps explaining why he'd been passed over so many times), others were not so intimate with the reaper, and their frantic efforts to avoid Death's embrace only attracted the hooded avatar like a blood limpet to body heat.

"I've got bogies moving up from quadrant 435 into our own, boss," Rosin Douglas said. It sounded as though the MechWarrior was sitting next to Thos in the cockpit of his *Sun Cobra*.

"Who is it? And why am I just hearing this now, Douglas?" Rasbid gasped.

Thos couldn't help the sigh that practically shook his frame; Chak sounded like he was about to wet himself.

"Um, sir, you're finding out about it as soon as I am. As usual, all the metal in these skyscrapers is playing havoc with my sensors. As for who they are, I'm not sure yet. Again, signals too scrambled, and I can't seem to clear the interference."

"Well, clear it. I need to know now. What's going on?"

Nepotism. Had to be. "Perhaps our enemies are using portable jammers, or even conventional craft to blanket communications in the area," Thos said, his deep, reasonable tone a soothing balm; at this rate, one of his fellow Lancers might kill Rasbid before the enemy had the chance.

"That must be it. Douglas, move that *Mongoose II* of yours closer; I've got to know what's coming our way. Take that squad of Purifiers from the militia with you."

Thos knew Rosin was furiously scratching his left arm; a nervous habit he had when unsure, or angry and unable to do a thing about it.

"Yessir," was the only possible response from Rosin, regardless of the stupidity of the decision.

We know the enemy's location and destination, so why give away our position when the need is not relevant? Did he get his command certificate out of a gumball machine or from a Liao military school?

Shaking his head, tapping through his secondary monitor to try to follow the hazy radar blip representing Rosin, Thos hoped he would see his friend once more; he'd simply have to wait and see.

After all, if Death was hungry ...

***

Metal rain fell from the sky. Burnished, human-sized carapaces bounded across the ferrocrete. Man-made lightning thrashed ionized air. The full-throttle roar of autocannon fire and the coughing groan of overworked internal-combustion engines shook the ground. A brilliant fireworks display spread like a skein across the sky, running the gamut of the rainbow and out-shining the sun.

Combat had been joined.

"I've got a platoon of jumpers coming your way," Tamara said. "Looks like they're trying to penetrate our forward screen and get at our Jessies. Can't let that happen. Tharkan Alpha platoon, stop them cold." She quickly opened another channel.

"Leutnant Roos, come in?" She smoothly ducked under most of a volley of short range missiles; the two that struck hardly dented her armor. "Roos, come in? What's your status?" It was unlike the cocky Leutnant not to answer. Had something gone wrong with his operation to secure the HPG? Had he been unable to begin broadcasting Jasek's prerecorded proclamation? She swung wide of a stream of depleted uranium slugs vomited from a militia autocannon.

In her element, Tamara grinned madly, commands rolling from her lips with the same ease with which Jasek enflamed her desire. All the while, she subconsciously piloted her *Wolfhound*

as though it were an extension of her own body. Through throttle and foot pedal control, her beloved Eisenfaust dodged with almost fluid grace down the ferrocrete street toward her next target. The clumsy attempts of the local militia to stop her failed miserably.

"Is that the best you can do?" Tamara shouted as she dropped her 'Mech to a low crouch and let fly a trio of beams from her torso-mounted medium lasers before the tone of target lock had even sounded in her ear. The shafts slashed into the militia's IndustrialMech. The armor burned off in rivulets, leaving a small, gaping wound with raised red, angry edges that made it appear infected; the 'Mech slowly sank in on itself, the pilot eliminated.

"I think it may be, Kommandant," Parkins responded. Once again her rage threatened to red out her vision. He'd been under her command for months, and yet her XO refused to acknowledge that the rhetorical questions she shouted during battle were simply her expressions of joy; no answers were expected nor needed. He insisted on answering each outburst with a rational response—wearing down her patience, apparently trying to break her training. As always, Tamara found that ignoring him was the best way to deal with him ... for now.

"I wonder, where is the rest of the mercenary command we know is here?" Parkins continued.

"Who cares? They've no honor and certainly will not fight as we will, owing nothing but the money that purchased them to this fight."

"Kommandant," her XO's voice sounded odd. "The enemy is pulling back in all sectors, and Leutnant Roos reports that he has already secured the HPG and begun operation Home Fist."

Strange, Roos' signal must've been blocked by the buildings, as she had not heard his report.

"Excellent." She closed the personnel link and opened up a Stormhammers-wide channel. "All units advance and continue to secure your sectors. Victory is ours."

***

The thumping blades rattled windows and kicked up a small cyclone of human detritus as the Crow scout helicopter side-slipped into the tall-building-lined avenue a scant two hundred meters away. Thos admired the phenomenal skill required for the pilot of the small craft to maneuver in such tight confines as he used the right-hand joystick to bring the reticule on target; it blinked gold and the hum of a targeting lock enveloped his senses with its reassuring familiarity.

He paused for a heartbeat ...

Thos hated killing. Though it had originally been annoying, he now found quiet humor in the confused stares of new Lancers as they came to know Thos. "How can you be against killing and be a mercenary?" they'd ask. He had tried many times to explain his reasons, but his explanation usually fell upon the deaf ears of people unwilling to accept that a mercenary could abhor what he did and still be good at it. After all, in a universe at war, killing was going to occur on a scale that no single human could hope to halt. What a single person could do (what he chose to do regardless of the pain) was see that the war around him was waged as humanely as possible. Many thought that statement a ridiculous paradox; they never saw the depravity to which even those who apparently espoused the view of The Republic and sought to uphold Stone's vision could sink. If a person tries to kill you, or take your home from you, or enslave your people and nation, then you take his life to stop him; or better yet, take away his ability to kill. That doesn't mean you then have an open license to rape and plunder or exact revenge and perform genocide in the name of hatred and fear. You remove the threat and go on—that was the essence of his philosophy of war. Others, who saw only a money grubber, would never understand his point of view. That was the difference he tried to make every day, though every life he took slashed his soul.

... and pulled the trigger.

The nickel-ferrous melon vaulted at hypersonic speed toward the Crow. The pilot, with no time even to blink before the Gauss round struck, had no idea what hit him; in an amazing feat of marksmanship (his hallmark), the shot crunched directly into the Crow's drive shaft, which connected the main blades to the engine. Unable to absorb a fraction of that enormous kinetic energy, the shaft shattered, tearing itself apart in a dizzying display of shredding metal and flying debris. The helicopter dropped toward the ground as the freed main rotor spun off at a wild angle, the panes quickly twisting into horrific shapes, to smash into the nearest office building.

The avalanche of metal striking ferrocrete was audible even without his external mike as the Crow body slammed into the ground, splitting open along one side like an overripe squash. Thos hoped the pilot survived, but his usual distress at taking a life was already in full swing; he had learned that the intensity of his physical distress almost always predicted whether an enemy survived.

He simply couldn't lie to himself, no matter how hard he tried.

Another day, another dollar, he thought darkly, as he once more began moving his *Sun Cobra* down the street.

Rosin had guessed right that the Stormhammers were pushing toward the HPG. As the militia had fallen back, the Lancers had slipped to the right and were now almost entirely in the enemy's rear quarters. The Lancers couldn't stop them from taking the HPG, but they could hit the Hammers nice and hard, perhaps even dislodging them long enough for the militia to regroup and pummel them from the other side.

"Thos, check out frequency twenty-two," Rosin said, his voice crackling through the jamming. "Sounds like our Elsie wannabes have taken the HPG."

Thos spun to the correct frequency. *"People of Towne and those systems still able to hear my voice across the stars, I, Jasek Kelswa-Steiner, Landgrave of Skye, bid you welcome on behalf of the Lyran Commonwealth and my fellow Stormhammers! I am at once honored and dismayed to speak to you this evening, but duty demands that you learn the truth of the universe beyond your world. The noble*

experiment that was The Republic has failed. Even now, armies great and small turn toward you with an eye to carving out their own personal empires. Devlin Stone has left us alone in the dark, and he is not coming back to us—ever.

"And yet, in the darkness, I bring you hope, the hope that comes to save those who remain loyal to the dreams of House Steiner! I know that many of you have felt it in your hearts—the yearning to return to your roots, to embrace the glory of the Lyran Commonwealth, a legacy of peace and order, a realm free from the chaos that swirls around and threatens to consume all!

"To you I proclaim that I have come to bring you back into the fold! As the Terran Hegemony before it, and the Star League it once bore, The Republic of the Sphere shall crumble into dust, and as it does, the armies of the greedy Successor Lords shall descend upon you all! Those who do not wish to be absorbed by force of arms must join with us! The Stormhammers will protect you as we bring our people—the Lyran people—back to their birthright, back to your true ruler, the compassionate and generous Archon Melissa Steiner! Together, we shall raise the mighty fist of Steiner, and together we shall overcome the chaos and the darkness! You need fear no nation, no Clan, no band of renegade terrorists ever again!

"Come quickly, my brothers and sisters. My warriors in and around Port Howard will protect you from those who seek to keep you in the darkness. All the true children of Steiner may come home now, safe from the persecution of a dying Republic and those invaders who will inevitably consume it.

"Return to House Steiner! Join with the Stormhammers, and we shall salvage the legacy of peace, prosperity and order that Devlin Stone once promised! Together, we shall reunite with the noble Commonwealth and right all wrongs!"

Thos couldn't help the sardonic smile that creased his cheeks as he switched back over to the private frequency he shared with Rosin. "Ah, the hyperbole is almost more than I can bear. For thousands of years this song has been sung by ancient and modern empires, and yet we never seem to tire of its refrain, no matter how often its illusion is pierced and shown for the discordant noise it is."

"Huh?" Rosin said.

"We need to show these Stormhammers that our dreams are our own and they've no right to inflict themselves on us."

"Now *that* I got. Provided our near and dear leader lets us, of course."

"I think even Rasbid will join this strike. We've got the blade to their belly and very little pressure needs to be applied to pierce, I think."

***

"I've got movement down the major thoroughfare leading to the HPG," calmly stated Leutnant Jeffries of the Tharkan Strikers. "I've got no IFF and they're not responding to any queries on our channels. Looks like we've got hostiles trying to retake the HPG."

Tamara subconsciously acknowledged the report while she studied her secondary monitors. Though the defenders had failed to jam her troops' communications or even set up effective countermeasures against her own jamming efforts, any city still presented significant issues for command/control/communications between a commander and her troops. She had to trust her troops to execute the orders they'd been given. Trust was a commodity she rarely dealt in, making this type of objective raid the most distasteful.

She continued to dial in additional information, tracking her troops through the satellite feeds they managed to tap while correlating ground observations and triangulating with the results of frequency scans, magscans and infrared. Overlaying the information on the most accurate map of the city the Stormhammers' intel could obtain gave her the best possible view of where her troops should be deployed.

Armed with that information and the fact that these new targets were not responding to calls on the frequencies her troops used, and the lack of Identify Friend/Foe, she was willing to take a chance. They needed to keep the broadcast going for a little while longer—her fingers itched to tune in the broadcast again and listen to his deep, sultry voice. According to the last reports, Roos was nearly finished downloading all the files the HPG had received and transmitted over the last year and beyond. This information was the prime objective of the raid; the broadcast was only secondary.

"Weapons free. You are authorized to fire immediately upon any personnel that enter the restricted zone."

She switched frequencies. "Leutnant Roos, come in?" She continued to pour over the incoming information and constantly updated it. She disliked this aspect of command as well, but she knew it was part and parcel of what Jasek expected of her. Several long minutes passed before she realized that Roos had not responded.

"Leutnant Roos, come in? Leutnant Roos, do you read me?" She'd managed to contact him very briefly a short time ago, but she usually relied on her XO to penetrate the canyons of Port Howard. If her tech neglected the *Wolfhound's* communications, he would learn the error of his ways.

"Hauptmann Parkins, come in?" Tamara had sent Parkins and a small contingent to secure the perimeter around the HPG, and she'd been in contact with him twice. Was her communications net failing so dramatically? That could prove disastrous quicker than a merc would stab you in the back for an extra C-bill.

"Stormhammers, this is Kommandant Duke. Does anyone read me?"

Long seconds stretched to an eternity as her worst fears seemed to be

realized. Suddenly several voices chimed in, almost in unison; Karla in her modified IndustrialMech, a squad of Raiden and a JES II strategic missile carrier. She bit her lip until she tasted copper and salt. What in the hell was happening? She'd just been on the line with Leutnant Jeffries. "Karla, can you raise anyone else?"

Once more the silence became oppressive. Almost thirty seconds passed, interrupted by Karla calling on several frequencies, most of which her *Wolfhound* picked up just fine.

"No Kommandant. I'm not sure what's going on."

Her mind raced as she punched through several maps, attempting to push the capabilities of her 'Mech's sensors by sheer force of will and find her troops.

The HPG? If the enemy was advancing as Jeffries had said, then she should be picking up external sounds of combat. Or at the very least the seismic reading of 'Mechs on the move.

Had they retaken the HPG without her knowing it? The sudden fear of failure (the failure of facing Jasek without victory) loomed; a shiver ran down her spine, while the sweat generated by the extreme heat of combat began to run in a river between her breasts and soak her T-shirt under her arms.

"We move to the HPG now," she commanded, pushing the throttle full forward and racing down the long street toward the target she believed fully secure.

***

"Here they come," Rosin said, the excitement in his voice making it through the electronic reproduction.

Thos wondered what other surprises they were going to get. They'd struck at the belly of the Stormhammers, rallying some of the cut-off militia infantry and a vehicle or two, and done serious damage. Even the Lancer vehicles acquitted themselves beyond expectation and the piercing turned into a hard slice.

As they'd run into the heaviest resistance, with the tip of the HPG just visible in the distance through the concrete-and-steel forest, for a moment a *Warhammer IIC* loomed just out of range. The colossal machine (an eighty-ton Clan design that few 'Mechs could hope to stand against) turned in their direction as though contemplating helpless prey and then moved on.

As quickly as the *Warhammer IIC* passed, the resistance faded with it, until there appeared to be nothing standing between them and the HPG, leaving Thos and his fellow Lancers stunned.

"Um, Thos, what the hell's going on?"

"I've no idea, Rosin. None." Thos switched to the general frequency. "Commander, what do you think?" Thos could almost hear the sigh from Rosin across the line, but he'd found in the last half hour that directing questions at their commander was helping Rasbid overcome his own inadequacies. He just might have what it takes to make a good commander after all.

"Well," Rasbid began, and immediately paused for too long (he was on his way, but the road was still long and broad); he finally cleared his throat and continued. "It's likely a trap, but we've hurt them, and the HPG is right there for the taking. I was able to get a confirmation from the remaining Triarii Protectors that they have moved into striking position of the HPG as well. Of course, considering how hard it was to communicate before, either we've hit the Hammers harder than we thought or this is part of the trap as well."

Thos couldn't help but nod his head approvingly. Rasbid just might make it.

"Doesn't matter," the commander continued. "Our job is to take back the HPG and that's what we're going to do. Move forward. Cautiously."

***

The HPG looked deserted.

Tamara pounded the console in front of her until her fist ached. A cherry red ConstructionMech lay crumpled into the side of the HPG building. To her right, Karla in her modified IndustrialMech passed a building that had sustained significant damage and was still spewing out smoke and sparks. The rumble of a JESII missile carrier behind her and the bounding forms of several Raiden battle armor were the only counterpoint to her own booming footfalls that echoed in a city that suddenly felt as empty and dead as Outreach immediately following the Jihad.

Where had Roos and his troops—

As though in slow motion, several events exploded around her. Down a side street, right at the feet of Karla's 'Mech, a Demon medium tank in Lancer's colors careened around the corner, an infantry trooper in the back hatch firing wildly, tires squealing as it shot down the street; a *Sun Cobra* appeared two blocks down; infantry she didn't recognize boiled out of a break in the HPG wall like ants from a kicked hill; the tone of a target lock on her 'Mech rang out in her ears like the tolling bell of a funeral dirge.

She immediately brought her own targeting reticule onto the distant *Sun Cobra*—only to be struck from behind by a massive spread of missiles. Tamara was thrown violently against her command couch, and her head smacked her neurohelmet so hard that stars exploded in front of her eyes as various alarms pealed their distress. Armor stripped off the rear of her beloved Eisenfaust; internal damage sustained; fusion reactor redlining; gyro knocked momentarily off line; the missiles had come from behind her and there was only one vehicle there. The information streamed through her head like a PPC bolt while she braced for the inevitable impact as her *Wolfhound* toppled toward the ferrocrete. Through it all one word repeated in her head.

Betrayal.

***

His third dual volley of Gauss rounds smashed into the distant JESII missile carrier in Hammer blue, shearing away metal and detonating the stored ammo, which tore the vehicle apart from the inside out, spraying debris in every direction. Rosin and Rasbid brought down the IndustrialMech with even more prejudice.

"If these Stormhammers have such division within their own ranks, they'll self-destruct before we can destroy them," Rasbid observed.

Thos couldn't agree more. They'd all seen the

vehicle fire on its own commander from behind. That simply was not done. You faced your commander or dealt with him as Thos did; you didn't try to kill him in the midst of battle.

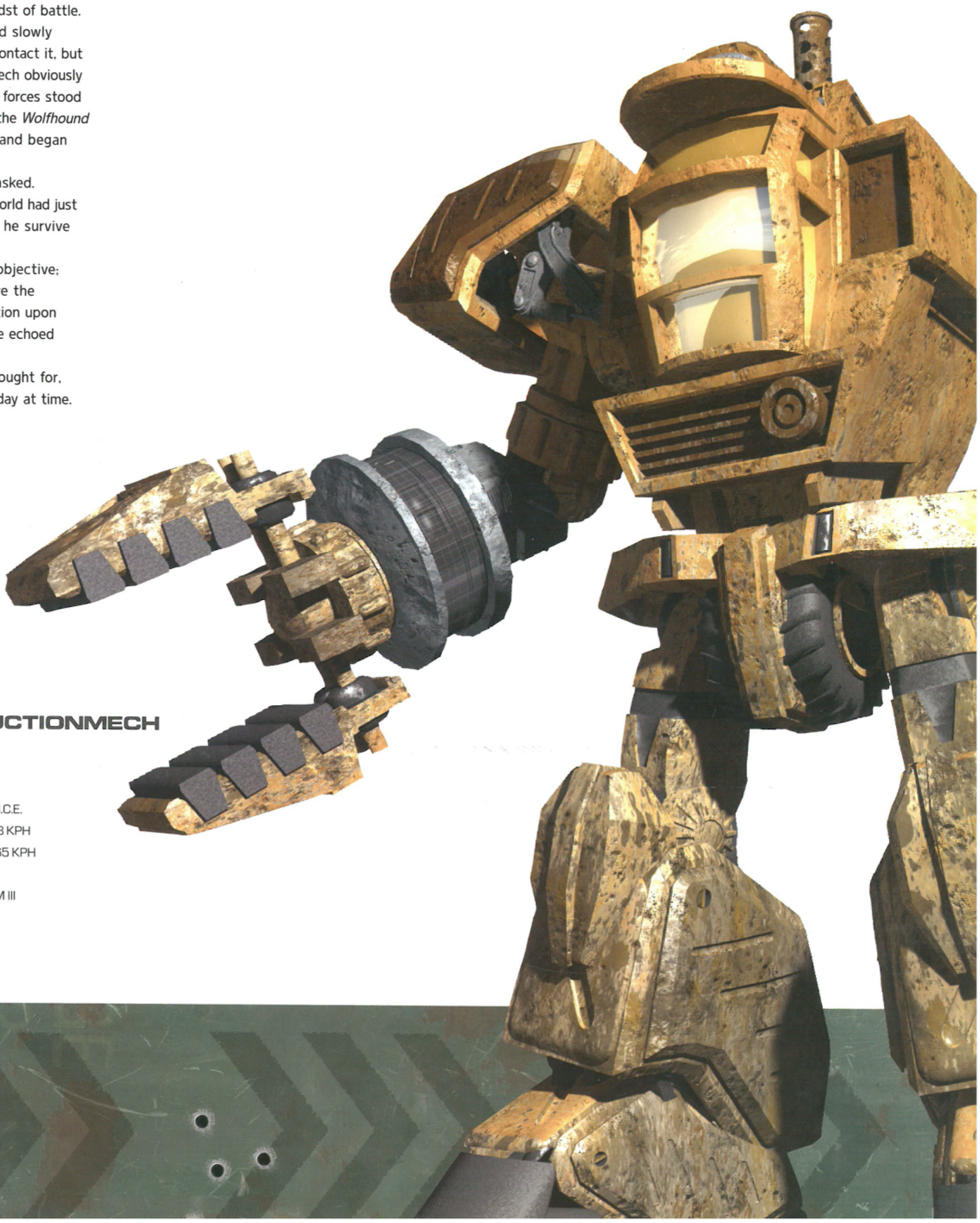
He watched as the Wolfhound slowly regained its feet; they'd tried to contact it, but with its extensive damage, the 'Mech obviously couldn't communicate. The enemy forces stood a scant fifty meters apart before the *Wolfhound* slowly raised its arm in a salute and began limping away.

"Shouldn't we stop it?" Rosin asked.

Thos knew that the warrior's world had just been turned upside down; would he survive the fallout?

"No. We've accomplished our objective; they're defeated. And I'm not sure the MechWarrior will enjoy the reception upon returning home." Rasbid's response echoed Thos' own sentiments.

No matter what or who you fought for, you had to take the universe one day at time.



CONSTRUCTIONMECH MKII

MASS: 25 TONS
CHASSIS: IM HEAVY
POWER PLANT: 100 I.C.E.
CRUISING SPEED: 43 KPH
MAXIMUM SPEED: 65 KPH
JUMP JETS: NONE
ARMOR: STRONGARM III
ARMAMENT: NONE

BATTLEMECHS

In 2439, the Terran Hegemony unveiled what was to become the ultimate fighting machine: the BattleMech. Based on the genius of various research groups who built upon the critical work of Professor Gregory Atlas, who developed myomer technology (material that would contract proportionally to the amount of electricity passed through it) in 2350, the 'Mech easily outclassed any weapon that any other Great House could put on the battlefield. In its first engagement against combat vehicles, the BattleMech won quickly and decisively.

Though it would take sixteen years, the Hegemony finally lost its monopoly on 'Mech technology through the masterful Operation Prometheus; a House Steiner raid that netted them the much-sought-after technology. It wasn't long before all the Great Houses had access to BattleMech technology.

In 2475, the first 'Mech against 'Mech conflict occurred between the Great Houses of Kurita and Steiner. Similar watershed events in military history include the *Monitor* versus *Merrimack* in 1862 and the Battle of Coral Sea in 1942; in each case, warfare was changed forever.

A BattleMech's decisive battlefield edge is derived from several elements. They are faster, more maneuverable, better armored and more heavily armed than any other combat unit. Equipped with particle projector cannons (PPCs), lasers, rapid-fire autocannons and missiles, they pack enough firepower to quickly flatten almost any lesser unit they encounter on the battlefield.

Though its capabilities surpass all other battlefield units, it is the BattleMech's psychological effect on opponents that cements its position as "King of the Battlefield." The fear and awe experienced upon seeing a towering, twelve-meter-tall humanoid giant, weighing up to 100 tons and stalking toward its opponent, can strike fear into the heart of even the most seasoned professional. This is the BattleMech's unbeatable advantage in war.

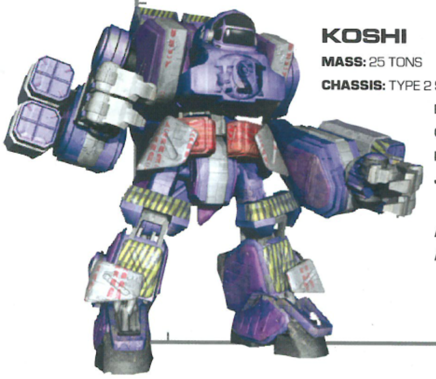
The only negative aspect of BattleMech units is their prohibitive cost, a result of the high level of technology required to build and maintain them. That aspect alone makes them relatively rare on the battlefield.

2571–2751

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless efforts—including brilliant diplomacy and carrot-and-stick tactics—with the creation of the Star League, a political and military alliance between all the Great Houses and the Hegemony. Star League armed forces immediately begin the twenty-two-year era of hostilities known as the Reunification War, bringing the recalcitrant Periphery realms into the Star League fold by force. • For the next two centuries, humanity experiences a golden age, an era of unprecedented peace and prosperity, when technology—both civilian and military—flourishes. It also sees the creation of the greatest military that humanity has ever seen. The League eventually falls to internal strife, with nearly every subsequent war being fought in an effort to reestablish the Star League.

A Wolf's Dragoon's *Cygnus* hunts for prey.

A Highlander *Zeus* finishes its repairs.



KOSHI

MASS: 25 TONS

CHASSIS: TYPE 2 STANDARD ENDO STEEL

POWER PLANT: 175 XL

CRUISING SPEED: 75.6 KPH

MAXIMUM SPEED: 188.8 KPH

JUMP JETS:
GRANDTHRUST MK. 1
(180 METERS)

ARMOR: FORGING ZM7 FERRO-FIBROUS

ARMAMENT:
4 TYPE 1 CROSS-PATTERN
SRM 4 LAUNCHERS

MECHWARRIORS

As soon as the first BattleMechs dominated the battlefields of the twenty-fifth century, the humans that piloted these awesome machines gained a power and influence well beyond what other soldiers on the field could command. An entire social class soon formed around those who piloted these increasingly important war machines. These so-called MechWarriors, the modern incarnation of knights, were given the monumental task of defending their homelands and their rulers. As during the middle ages in Europe, these MechWarriors were given honors in exchange for service. Some even received royal titles that gave them authority over entire worlds. Such honors usually had the direct effect of instilling utter loyalty toward whoever bestowed such titles.

Because BattleMechs are so rare, they are often owned by the MechWarriors who pilot them, with many 'Mechs having been passed down from their parents or relatives. Competition within such families to see who will gain the right to become the next generation's MechWarrior—and thus the effective leader of that family—is fierce and brutal, with siblings taking sides and asking for no quarter.

BattleMechs not owned by families are usually the property of a military organization. MechWarriors assigned to a BattleMech fill a roster slot or "chair" in the military unit's structure.

FAMILIES AND BROTHERHOODS

The evolution of MechWarriors into modern-day knights eventually led to the formation of two institutions. The first is MechWarrior "families," who can directly trace their lineage back for centuries and whose power and influence may rival that of a landed noble. Title and BattleMech possession within these families is passed down from generation to generation.

The second institution developed as both open and secret MechWarrior Brotherhoods—cabals of MechWarriors that aid, and sometimes directly hinder, the rulers of the Great Houses. Rulers court the most notable and powerful Brotherhoods, as such powerful cabals have caused the downfall of more than one careless House Lord in the past.

PILOTING A 'MECH

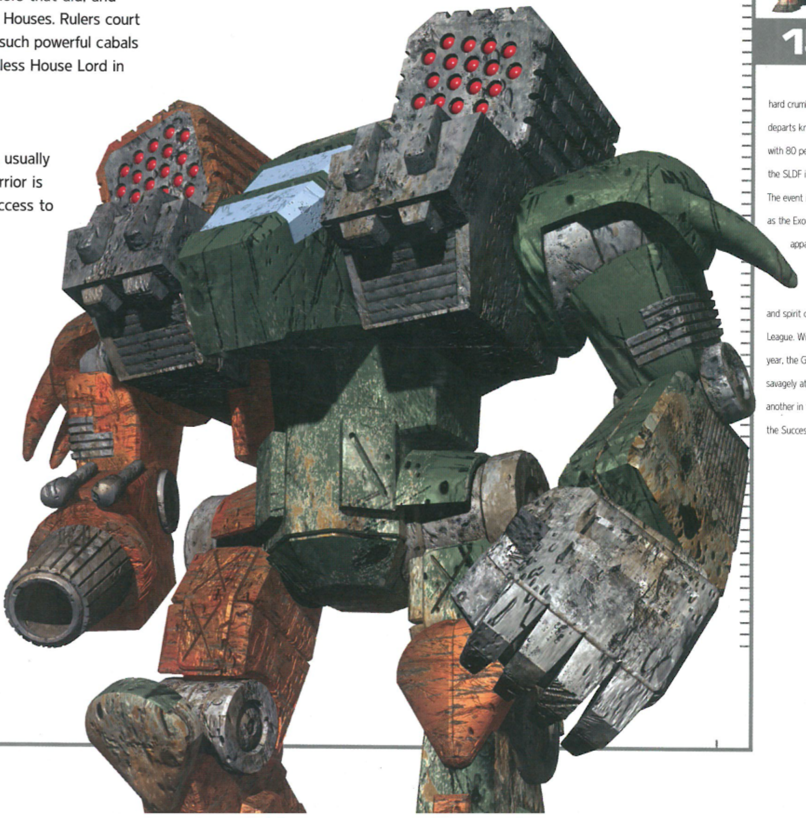
When sitting in the cramped cockpit of a 'Mech, usually located in the "head" of the machine, a MechWarrior is strapped into a command couch that provides access to all of the 'Mech's systems.

The warrior's coolant vest and medical monitors are tied into the command couch. Most 'Mech cockpits have a small cubbyhole behind the command couch for stashing clothing and emergency rations. If a MechWarrior is forced to eject from the 'Mech, he or she will ride out of the cockpit on the command couch; explosive bolts blow away the top or side of the cockpit and the chair flies to safety on jets.

Due to the excess heat that a BattleMech's fusion reactor generates during battle, MechWarriors wear very little clothing in addition to their cooling vests and have been known to pass out from the intense heat.

MechWarriors control a BattleMech through integrated systems that allow a single human to manipulate a large, complicated war machine. Of all these systems, however, the most critical is the neural impulse helmet, the device that allows a twelve-meter-tall metal giant to walk upright and balance its own weight. Commonly called neurohelmets, early versions were bulky items that covered a MechWarrior's entire head, attaching firmly to the shoulders of his or her cooling vest. The newest neurohelmets available are very small by comparison, consisting of a small headpiece that is similar in appearance to a headphone set with a microphone and a single eye-piece attachment.

In both cases, electrodes on the interior of the neurohelmet channel sensory information from the BattleMech directly to the pilot, converting raw data on posture, movement, balance and speed into neural impulses that the human brain can process. At the same time, the helmet and its linked computer translate impulses from the MechWarrior's brain into signals transmitted directly to the 'Mech's gyroscope and mechanical musculature. In this way, the pilot subconsciously controls the reflexive bodily movements of the BattleMech, leaving his or her conscious brain free to control the various weapons and other systems as needed.



SHEN YI

MASS: 65 TONS
CHASSIS: EARTHWERKS SYI
POWER PLANT: HERMES 260 EXTRA-LIGHT
CRUISING SPEED: 43 KPH
MAXIMUM SPEED: 65 KPH
JUMP JETS: NONE
ARMOR: HELLESPONT LITE STEALTH
ARMAMENT:
1 FIRMIR MAXILASE LARGE LASER
2 FARFIRE LRM 20-RACKS

2766–2785

In 2766, Stefan Amaris of the Rim Worlds Republic launches a coup, declaring himself First Lord of the Star League after butchering every last member of the Cameron family—though rumors persist to this day that one of the Camerons somehow escaped. General Aleksandr Kerensky, commander of the Star League Defense Forces, starts a thirteen-year war to unseat the usurper. Kerensky succeeds, but the rulers of the Great Houses cannot agree on a new leader. The Star League High Council is dissolved in 2781. • Rather than watch the Star League for which he fought so

hard crumble, Kerensky departs known space with 80 percent of the SLDF in 2784. The event is later known as the Exodus, an apparent attempt to salvage the heart and spirit of the Star League. Within the year, the Great Houses savagely attack one another in the first of the Succession Wars.

3028
The marriage of First Prince Hanse Davion of the Federated Suns to Archon-Designate Melissa Steiner of the Lyran Commonwealth unifies the two largest states in the Inner Sphere. The newborn Federated Commonwealth immediately launches the Fourth Succession War, conquering more worlds in two years than in all the wars of the previous two centuries.
3050
A mysterious invading force strikes the coreward region of the Inner Sphere, attacking the Federated Commonwealth, the Free Rasalhague Republic

and the Draconis Combine. The invaders, called the Clans, are the descendants of Kerensky's SLDF troops, forged into a warrior society dedicated to becoming the greatest fighting force in history. Their goal is to capture Terra and reestablish the Star League. With vastly superior technology and warriors, the Clans conquer world after world until troops belonging to ComStar—the quasi-religious organization that controls all communication within the Inner Sphere—halt their advance in the pivotal Battle of Tukayyid. The truce signed after that conflict stops the Clan advance for fifteen years.

WEAPONS AND EQUIPMENT

BattleMechs can mount a wide variety of weaponry. Because energy weapons can be powered virtually indefinitely by a 'Mech's onboard fusion reactor and do not require ammunition reloads, BattleMechs usually carry charged-particle-beam weapons or lasers as their primary armaments. Additionally, many BattleMechs carry launching racks for short-range or long-range nonnuclear missiles. Still other 'Mechs mount rapid-fire autocannons or machine guns for use against infantry, aircraft and other BattleMechs. Below is an overview of the basic equipment and weapons that a BattleMech (and some vehicles and IndustrialMechs) can mount.

ACTIVE PROBE

Capable of detecting and identifying even shut-down and camouflaged units at distances much greater than standard-issue electronic warfare (EW) suites, the active probe offers a valuable addition to any recon unit.

ANTI-MISSILE SYSTEM

The anti-missile system (AMS) is a rapid-fire, point-defense machine gun capable of tracking, engaging and destroying incoming missiles.

ANTI-PERSONNEL PODS

Anti-personnel pods (A-pods) consist of direction mines installed on the lower legs of a BattleMech. When an A-pod is triggered, it blasts a cloud of shrapnel over a short but deadly effective range at infantry attempting to swarm a BattleMech.

ARTEMIS IV FIRE-CONTROL SYSTEM

The Artemis IV fire-control system improves the accuracy of standard missile launchers. Artemis locks onto a target, illuminates it with an infrared beam, and provides constant course-correction data to the missiles in flight using a tight-beam microwave communications link.

ARTILLERY

Generally mounted only in vehicles, these extremely large projectile weapons are cumbersome and slow to fire, but they achieve devastating effect over a large area.

AUTOCANNONS

An autocannon is a rapid-firing, auto-loading weapon that fires high-speed streams of high-explosive, armor-piercing shells.

Standard autocannons may use numerous submunitions, such as armor-piercing, flechette and incendiary rounds. Additionally, there are three types of advanced autocannons that incorporate specific effects: LB-X, Ultra autocannons and Rotary:

- **LB-X:** Option to fire as a regular autocannon or as a giant shotgun.
- **Ultra:** Option to fire as a regular autocannon or at double rate; increased likelihood of an ammunition jam.
- **Rotary:** As the Ultra, but can fire 1, 2, 4 or 6 shots; likelihood of jam increases even further.

Autocannon ammunition can explode inside a 'Mech, due either to critical damage or to the effects of a 'Mech overheating and "cooking off" the ammo.

C3 COMPUTER

The Command/Control/Communications (C^3) computer system is a watershed of battlefield technology and combined arms implementation, allowing multiple units to borrow the targeting resolution of the unit closest to the target. Though this network can be extremely effective, it can be interrupted by an enemy's use of ECM suites.

An improved C^3 system also exists that limits the size of the network but improves its ability to overcome enemy ECM suites.

ECM SUITE

The ECM suite is a broad-spectrum jamming and electronic counter-measure device designed to reduce the effectiveness of enemy long-range scanning and surveillance equipment.

FLAMERS

The typical flamethrower carried by 'Mechs taps into the heat generated by the fusion reactor to create a powerful but short-ranged burst of fire. These weapons are rarely mounted on 'Mechs due to their poor heat-to-damage ratio, but they can be useful incendiary weapons.

GAUSS RIFLES

The Gauss rifle uses a series of magnets to propel a projectile through the rifle barrel toward a target. While it requires a great deal of power to operate, this weapon generates very little heat and can achieve a muzzle velocity twice that of any conventional weapon. There are Heavy, Standard and Light Gauss rifles.

HATCHETMAN

MASS: 45 TONS
CHASSIS: CHARIOT TYPE II
POWER PLANT: GM 180 XL
CRUISING SPEED: 43.5 KPH
MAXIMUM SPEED: 64.8 KPH
JUMP JETS: LUXOR 2/Q (120 METERS)
ARMOR:
DURALLEX MEDIUM STANDARD
ARMAMENT:
1 DEFIANCE 3BM EXTENDED-RANGE MEDIUM LASER
1 IMPERATOR AUTOMATIC ULTRA-10 AUTOCANNON

MININGMECH MOD-B

MASS: 35 TONS
CHASSIS: DEVALT MM-2600.2
POWER PLANT: CONLEE 105 ICE
CRUISING SPEED: 31 KPH
MAXIMUM SPEED: 52 KPH
JUMP JETS: NONE
ARMOR: VALIANT LAMELLOR
ARMAMENT:
2 I/NCK "THORNBUSH" SRM-4S
2 BULLDOG MACHINE GUNS

WEAPONS AND EQUIPMENT

- **Heavy Gauss:** More damage, shorter range.
- **Light Gauss:** Less damage, more range.

Gauss rifle ammunition will not explode, but if the weapon is damaged, the weapon itself will explode.

HATCHET

Some Inner Sphere BattleMechs come equipped with a hatchet, which mounts a depleted uranium edge for cutting through armor. The hatchet stays attached to the 'Mech and must be swung at the target to inflict damage. Variants on the hatchet weapon include swords, hammers, maces
and others.

LASERS

A laser damages its target by concentrating extreme heat on a small area. BattleMech lasers are designated micro, small, medium and large, which corresponds to their ranges and the amount of damage they cause. There are also Extended-Range, Heavy and Pulse-class lasers.

- **Heavy:** Increases damage at the cost of more heat and less range.
- **Pulse:** Easier to hit a target, but generally less damage and range.

Lasers do not explode when damaged. They require no ammunition but they create a significant amount of heat.

MACHINE GUN

The high rate of fire produced by machine guns makes them excellent anti-infantry weapons. There are Heavy and Light machine guns.

MISSILE LAUNCHERS

Missile launchers are devices used to deliver self-propelled and self-guided munitions to inflict damage on a target. Having very limited guidance, standard missile launchers are more like rockets than missiles, in that you aim in the general direction of the target and only some of the missiles from a "shot" will hit their target.

There are a plethora of missile launchers available. Additionally, standard long-range missile launchers can accommodate numerous submunitions—from Flare, Fragmentation, Incendiary and Semiguided to mine-laying Thunder munitions.

- **ATM:** Different ammo loads trade off shorter range for greater damage.
- **Streak:** If it locks on a target, all missiles automatically hit.

As with autocannons, missile launcher ammunition can explode as a result of damage or excessive heat.

NARC MISSILE BEACON

The Narc missile beacon is a heavily modified missile launcher that fires special missiles, called pods, consisting of powerful homing beacons mounted behind a magnetic head. If the missile hits its target, the pod broadcasts a homing signal for any friendly missile systems.

An improved Narc launcher exists that provides a variety of additional pod submunitions, from explosive pods to ECM pods.

MYOMER ACCELERATOR SIGNAL CIRCUITRY (MASC)

MASC allows a BattleMech to put on a short burst of speed, at some risk to its fragile leg actuators. It works by boosting the signals to the myomer leg musculature, causing those muscles to contract and relax at a quicker rate than is usually possible. This increases speed, but the stress to the actuators and myomer can cause a catastrophic failure.

PARTICLE PROJECTOR CANNON (PPC)

A PPC consists of a magnetic accelerator firing high-energy proton or ion bolts that cause damage by impact and high temperature. PPCs are among the most effective weapons available to BattleMechs and are available in Standard and Extended-Range versions. PPCs do not use ammunition, but generate excessive heat.

STEALTH ARMOR

Stealth armor is the modern-day incarnation of the first Star League's finest achievement in stealth systems. The composition and shape of a 'Mech's armor is uniquely tailored to each design in such a way as to mask a BattleMech's high infrared and electronic signature on the battlefield; however, when active, the armor generates a significant amount of heat.

TARGET ACQUISITION GEAR (TAG)

A spotter uses target acquisition gear to designate a target for attack.

TRIPLE-STRENGTH MYOMER (TSM)

Triple-strength myomer provides a benefit only when a BattleMech is running hot. This special myomer slightly increases a 'Mech's speed, but it dramatically increases the potential amount of damage it may inflict in physical combat.

MAD CAT III

MASS: 55 TONS
CHASSIS: DSAM ENDO 7
POWER PLANT: 330 XL
CRUISING SPEED: 65 KPH
MAXIMUM SPEED: 97 KPH
JUMP JETS: NONE
ARMOR: FORGING ZK15 (FF)
ARMAMENT:
2 TYPE XX LRM-20 LAUNCHERS
2 SERIES 5K EXTENDED-RANGE MEDIUM LASERS
2 SERIES 3K EXTENDED-RANGE SMALL LASERS
4 SERIES 1K EXTENDED-RANGE MICRO LASERS

PANTHER

MASS: 35 TONS
CHASSIS: ALSHAIN 560-CARRIER ENDO STEEL
POWER PLANT: LEENEX 140
CRUISING SPEED: 43.2 KPH
MAXIMUM SPEED: 64.8 KPH
JUMP JETS: LEXINGTON LTD. LIFTERS (120 METERS)
ARMOR: MAXIMILIAN 42 W/CASE
ARMAMENT:
2 TELOS SRM-4 MISSILE RACKS
1 LORD'S LIGHT 2 EXTENDED-RANGE PPC

3059

To better fight the Clans, the leaders of the Inner Sphere create a new Star League. Apparently united once again after centuries of warfare, the members of this fragile union attempt to end the Clan threat once and for all. The new Star League Defense Force targets the most aggressive Clan, Smoke Jaguar, for destruction, pushing them out of their Inner Sphere occupation zone and following them to their Clan homeworld, where they are utterly destroyed. Having proven their martial prowess to the Clans, the SLDF troops meet the Clans on the Clan capital world of Strana

Mechty and challenge them to a Trial of Refusal (a Clan ritual that uses a military engagement to repeal and/or abrogate a previous decision or action) against their very invasion of the Inner Sphere. The Clans lose.

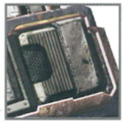
INSIDE A 'MECH

The modern BattleMech is the end result of more than three thousand years of battlefield technology development. Combining awesome destructive power and unparalleled maneuverability, the BattleMech is perhaps the most complex machine ever produced. The undisputed master of the thirty-first century warfare, the BattleMech seems destined to reign supreme centuries into the future.

Every 'Mech contains thousands of different components, grouped into four primary systems: chassis, locomotion/movement, armor and weapons, and power systems.

CHASSIS

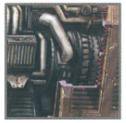
Every BattleMech contains a chassis that consists of several dozen "bones." Each "bone" is a honeycombed, foamed-aluminum core wrapped with stressed silicon-carbide monofilament and protected by a rigid, titanium-steel shell. Each of these artificial "bones" has attachment points for their myomer "muscles" and servos that drive the BattleMech. This skeletal construction helps make BattleMechs less vulnerable and easier to repair than vehicles supported by stressed-skin shells.



ARMOR AND WEAPONS

Two separate layers of armor provide modern BattleMechs with protection against energy and projectile weapons. Aligned-crystal steel is usually used for the outer layer of 'Mech armor. The aligned-crystal steel has excellent heat-conducting properties, and so it provides excellent protection against lasers and particle-beam weapons. An inner layer of boron nitride impregnated with diamond monofilament stops high-explosive armor piercing (HEAP) rounds and fast neutrons. This second layer of armor also prevents any armor fragments from damaging a BattleMech's internal systems.

Because energy weapons can be powered indefinitely by a 'Mech's onboard fusion reactor and do not require ammunition reloads, BattleMechs usually carry charged-particle-beam weapons or lasers as their primary armaments. Additionally, many BattleMechs carry launching rack for short- or long-range, nonnuclear missiles. Still other 'Mechs mount rapid-fire autocannons or machine guns for use against infantry, aircraft and other BattleMechs.



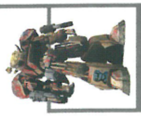
POWER SYSTEMS

BattleMechs require a large, constant power supply for movement and combat. The fusion reactor, which produces enormous amounts of electricity from ordinary water, is the most efficient system for providing this power. Because the fusion reaction created by a BattleMech's power plant does not release neutrons, the power plant can operate indefinitely without becoming radioactive.

The fusion plant produces electricity by a process known as magnetohydrodynamics. In this process, magnetic fields are used to channel plasma from the fusion reaction into a loop. This plasma is electrically conductive, and so the loop functions as a powerful generating coil, producing both electricity and waste heat. Every BattleMech carries radiators called heat sinks to help dissipate this waste heat. Heat sinks are especially important because excessively high internal temperatures can disrupt the magnetic containment fields around a BattleMech's reactor.

LOCOMOTION SYSTEMS

Two different systems are used to drive BattleMechs and control their movements. Small, electrically driven actuators move a 'Mech's light weapons and sensor arrays. Bundles of polyacetylene fibers called myomers control a 'Mech's limbs and main weapons. Myomers contract when exposed to electrical current, much like human muscles. If a BattleMech's myomers are damaged in battle, technicians can replace the fiber bundles with new ones or "transplant" myomers from other parts of the 'Mech's skeleton. Transplanted myomer bundles cannot restore full function to a damaged limb, but they do provide limited mobility and strength.



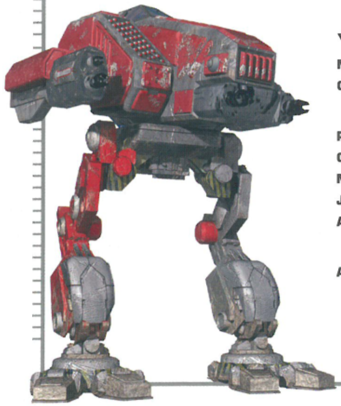
COCKPIT

A 'Mech cockpit has sophistication and function similar to late-twentieth-century jet fighters. Cockpits are more than simply the control centers and brains of a BattleMech. Often in extended campaigns, the MechWarrior will literally live in his or her cockpit, sleeping as well as fighting there.

Through a cockpit's integrated systems, a MechWarrior controls his or her machine. Foot pedals generate walking motion and ignite a 'Mech's jump jet system (if provided). Twin joysticks on the command couch's arms allow torso movement through pressure feedback, as well as manipulating the 'Mech's arms and all the 'Mech's weapons. If a 'Mech has hands, manipulator gloves allow a MechWarrior to use the articulated hands to batter an enemy to the ground or to cradle a wounded comrade and carry him to safety.

A battery of screens brings information to the MechWarrior in many forms: visual, infrared, MagScan, seismic, tactical maps, satellite feeds and so on, while the 'Mech's heads-up display projects targeting information for the MechWarrior. The radar screen is usually directly below the main view screen from which the pilot surveys the battlefield in front of his or her 'Mech. The status schematic shows a wire outline of the 'Mech and tracks external and internal damage, as well as displaying a 'Mech's current offensive and defensive capabilities. A special map display monitor allows the MechWarrior to toggle through virtually endless sets of maps, all preloaded into the computer. In some cases, the map display can be tied into local satellite and command headquarters communication systems to receive real-time images.

The *Vulture* cockpit detailed at right, in the extreme of Clan Spartan traditions, is the smallest, most cramped cockpit of any BattleMech.



VULTURE

MASS: 60 TONS

CHASSIS:
BERGAN VERSION 8.3
ENDO STEEL

POWER PLANT: 300 VLAR XL

CRUISING SPEED: 55 KPH

MAXIMUM SPEED: 86 KPH

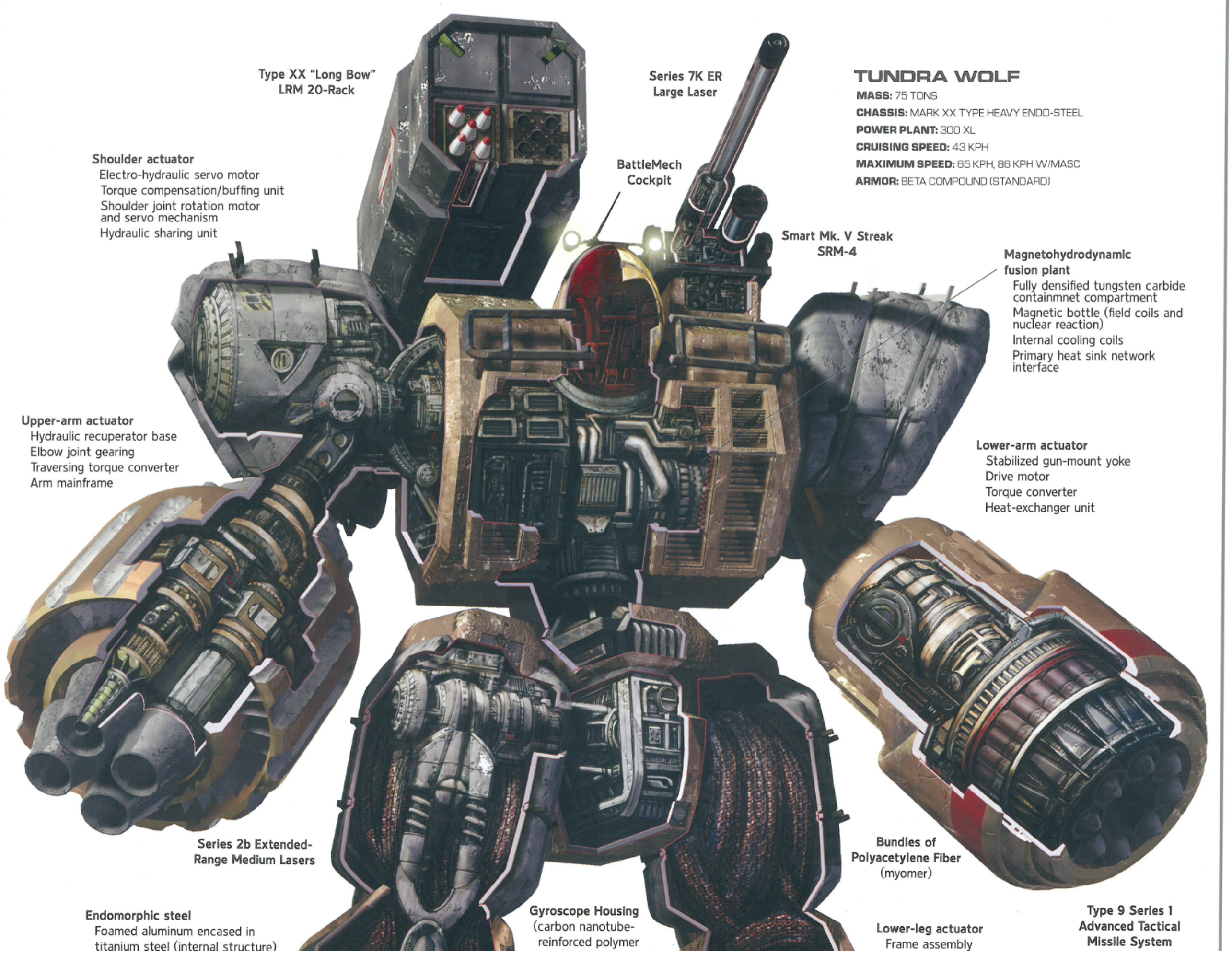
JUMP JETS: NONE

ARMOR:
COMPOUND 24B2
FERRO-FIBROUS

ARMAMENT:
6 SERIES 7JA EXTENDED-RANGE MEDIUM LASERS
4 TYPE XX "GREAT BOW" LRM-20 LAUNCHERS

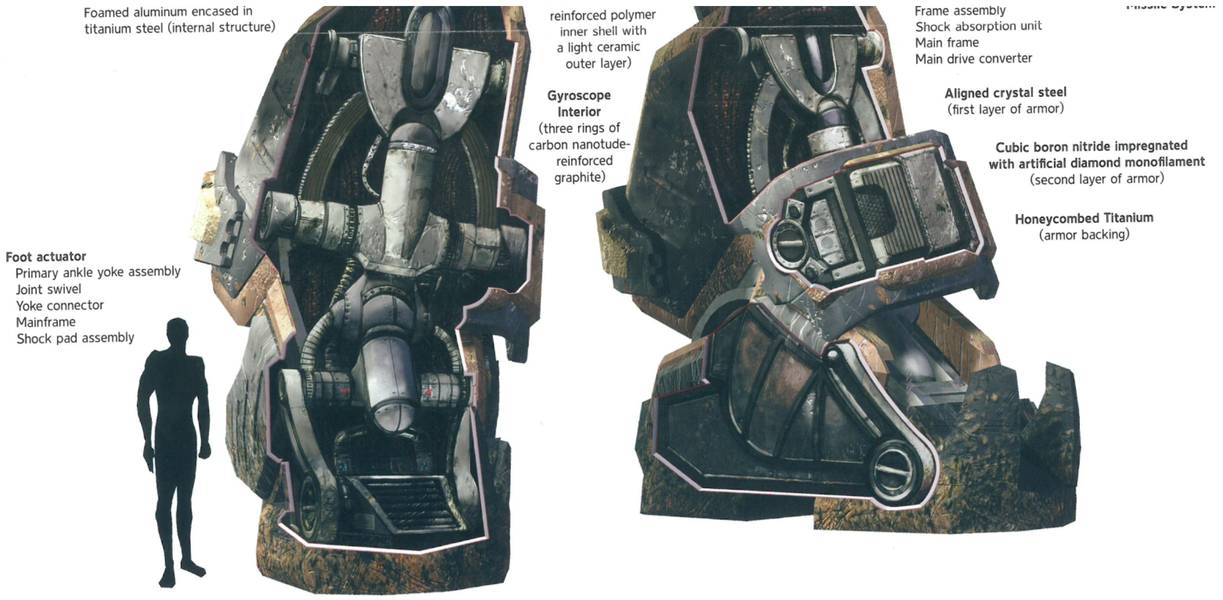
A Weapons and Arm Joystick Control
B Primary Throttle
C Foot Movement Control Pedals
D Battle Computer Keypad and Disk/Chip Input Slot
E Access Hatch and Controls
F Primary Screen Selectors
G Communications System Voice Controls
H Communication MFD
I Targeting MFD
J Secondary (1) Viewing Screen
K Heat Scale
L Secondary (2) Viewing Screen
M Weapons MFD
N Armor MFD
O Cockpit Life Support Controls
P BattleMech Ignition Switch
Q Medical Kit
R Coolant Lines Control Surface
S Ejection System Controls

TUNDRA WOLF : BEHIND THE ARMOR



TUNDRA WOLF

MASS: 75 TONS
CHASSIS: MARK XX TYPE HEAVY ENDO-STEEL
POWER PLANT: 300 XL
CRUISING SPEED: 43 KPH
MAXIMUM SPEED: 65 KPH, 86 KPH W/MASC
ARMOR: BETA COMPOUND (STANDARD)



The amount of diagnostic information required for a technician to keep a BattleMech in running order is phenomenal, even by the standards of thirty-first-century technology. Most interpretation of information is performed by the diagnostic interpretation (DI) computer, which keeps track of all static heat build-up indicators, neurohelmet gyro reset, and relatively mundane tasks such as stabilization of the magnetic bottle in the fusion reactor. The DI receives its information from a web of sensors that lines the hull of a 'Mech and reports on heat, radiation, shock, erosion and more and gets further information from subordinate sensing equipment. For all intents and purposes, the DI is a fully self-contained local area network designed to provide the MechWarrior with the ability to pilot and fight in his or her 'Mech. The diagnostic interpretation computer is critical to the standard battle computer operations that allow a BattleMech to move and fight.

All sensors and other interpretive computers are subordinate to the DI. Each weapon has a diagnostics mechanism that indicates when it is ready to fire and if it has jammed or malfunctioned.

The DI systematically checks the percentage of armor remaining on the BattleMech and feeds that data to the battle computer for relay to the cockpit. It is also an excellent way for the diagnostic interpreter to inform the stabilization loop if there will be a problem with a limb: the fewer sensors available in an area, the more likely that the limb is suffering strain.

The DI network is also wired throughout the BattleMech's internal honeycombed framing. This framing relays information about internal damage and measures electronic impulses through the myomer muscles of the BattleMech. Any reduction in the flow of information indicates damage.

The 'Mech's battle computer serves as the key to filtering data from the DI computer to the MechWarrior. It interprets input from the DI, in turn providing the information to the MechWarrior that he or she needs in order to compensate for problems and to judge the BattleMech's condition and readiness. Located in the cockpit, the battle computer coordinates all weapons targeting and tracking systems, feeding data to them and to the MechWarrior from internal checks run by the DI computer. The battle computer also controls the target interlock circuits (TICs) of the 'Mech.

While the DI computer monitors and coordinates the BattleMech's internal operations, the battle computer coordinates overall movement and fire. It makes sure that when a MechWarrior turns to fire his or her PPC, the weapon turns to face the same target and fires when the command is given.

The DI computer can serve as backup for the battle computer with only a 30 percent reduction in operational efficiency. The battle computer can likewise act as backup to the DI computer, but the amount of information that can be gathered is reduced and the 'Mech operates at 60 percent of normal function. This means very sluggish movement, 60 percent of sensors are not functioning accurately or with current data, and weapons are unable to track and accurately hit opposing 'Mechs.

INDUSTRIALMECHS

3063

With the threat of the Clans diminished, the Houses of the Inner Sphere once again look to one another as ancient enmities flare anew. The Capellan Confederation conquers its errant Commonality, the St. Ives Compact, while allying with the two largest Periphery realms, the Magistracy of Canopus and the Taurian Concordat; this turn of events leads to the Confederation becoming notably strong for the first time in centuries. An errant Combine unit attacks Clan Ghost Bear, igniting a war between the Bears and the Draconis Combine. At the same time, the fabulously

22

powerful Federated Commonwealth shatters under the weight of greed and aggression; a full-fledged civil war begins between the Lyran Alliance and the Federated Suns across more than eight hundred worlds and a thousand light-years.

FORESTRYMECH

MASS: 25 TONS
CHASSIS: DURATRON LIGHT
POWER PLANT: 125 I.C.E.
CRUISING SPEED: 57 KPH
MAXIMUM SPEED: 89 KPH
JUMP JETS: NONE
ARMOR: STRONGARM
ARMAMENT: NONE

BattleMechs are the best-known 'Mechs of the thirty-first century, but other types of 'Mechs do exist; the original BattleMech was in part inspired by a MiningMech. During the original Star League era, myomer-driven 'Mechs powered by massive fossil-fuel burning engines played a role in various aspects of life, from logging to farming, building construction to loading DropShip cargo bays and more. After the fall of the Star League, these IndustrialMechs (also known as Utility—or WorkMechs) fell into disuse, their parts often scavenged to repair BattleMechs. As the Succession Wars raged on, the technology needed to build and repair 'Mechs declined, and the Successor States concentrated their dwindling technological resources on the BattleMechs they needed to continue fighting. At the turn of the thirty-first century, IndustrialMechs had become a luxury, and soon a rare sight in the Inner Sphere.

With the discovery of the Helm Memory Core—a massive data trove of lost technologies—and the return of the Clans, wielding advanced weaponry, a technology renaissance swept the Inner Sphere. Following the end of the Jihad and the golden age of peace that saw swords turned to plowshares and much of the standing militaries (especially BattleMechs) of the armies of the Inner Sphere downsized, IndustrialMechs once again flourished. Soon it was possible to see IndustrialMechs on almost every world, working in various capacities.

Though they cannot compare with a BattleMech—lacking the offensive weaponry, military-grade armor and fusion engine that convey such power and versatility to a BattleMech—IndustrialMechs can still be deadly in combat, especially against infantry units or lightly armored vehicles. Even BattleMechs must be leery of an IndustrialMech's tools—chainsaws, drills, claws and so on—because they can incapacitate a BattleMech if the MechWarrior is not careful.

Because IndustrialMechs are far more plentiful than BattleMechs, they are quickly pressed into service to engage enemy units as combat breaks out across the Inner Sphere.

MODIFIED INDUSTRIALMECHS

In an effort to increase the battlefield effectiveness of IndustrialMechs, many have been fitted with BattleMech-scale weaponry, giving them offensive, and sometimes defensive, capabilities far beyond a standard IndustrialMech. These Modified IndustrialMechs (MODs) are a temporary but effective solution for both offensive and defensive forces facing otherwise undefeatable BattleMechs; they are also very effective against infantry and combat vehicles.

For example, an IndustrialMech's arm can be removed and replaced by a jury-rigged autocannon, missile launcher, or flamer. When thus outfitted, IndustrialMechs are considered the equal of light BattleMechs on the field, though they still cannot hope to stand up to the larger BattleMech classes. Because energy weapons require the power output of a fusion engine to operate, such weapons cannot be mounted on IndustrialMechs that run on internal combustion.

Regardless of the effectiveness of this solution, however, IndustrialMechs usually require extensive (and expensive) facilities for a complete overhaul of the affected structural region to prevent such modifications from quickly breaking down. Though the internal structure is specifically designed to support the bulk mass of the entire 'Mech, as well as survive 'Mech-class weapon damage, they are easily weakened by ill-conceived modifications that drastically alter and/or redistribute the mass and change load-bearing points. As such, the jury-rigging of specific IndustrialMechs, including the ForestryMech, AgroMech and MiningMech cannot be lightly undertaken if the modification is to last through more than a single combat engagement.

With that in mind, several companies that produce IndustrialMechs (especially those that had BattleMech production lines before the recently ended "golden age" forced them to convert to peacetime production) have begun producing IndustrialMechs featuring weaponry modifications; however, as this practice is still frowned upon by The Republic of the Sphere, such conversions make up a small and ofttimes under-the-table business.

For those individuals on backwater worlds far from such production facilities, the need to protect a home, farm or town from the predations of pirates or even a neighboring town that has reverted to old hatreds forces many to make custom modifications in their hovercar shops. The fact that such modifications won't last beyond one or two engagements, will require constant repair, or worse, might lead to a catastrophic failure in the middle of a critical battle, simply doesn't matter.

An AgroMech with a spot-welded BattleMech-class autocannon on its arm dug up from one of the great graveyards of the Jihad and other previous wars provides the security some communities need in this new era of darkness.

AGROMECH MOD

MASS: 35 TONS
CHASSIS: IM HEAVY
POWER PLANT: 105 I.C.E.
CRUISING SPEED: 32 KPH
MAXIMUM SPEED: 54 KPH
JUMP JETS: NONE
ARMOR: STRONGARM II
ARMAMENT:
1 ARMSTRONG AUTOCANNON 5

AGROMECH MKII

MASS: 30 TONS
CHASSIS: IM MEDIUM DELUXE
POWER PLANT: GM 120 CLASSIC ICE
CRUISING SPEED: 43.2 KPH
MAXIMUM SPEED: 64.8 KPH
JUMP JETS: NONE
ARMOR: LABORHEAVY/1
ARMAMENT: NONE

AGROMECH MKII MOD

MASS: 30 TONS
CHASSIS: IM MEDIUM DELUXE
POWER PLANT: GM 120 CLASSIC ICE
CRUISING SPEED: 43.2 KPH
MAXIMUM SPEED: 64.8 KPH
JUMP JETS: NONE
ARMOR: STARSLAB/3
ARMAMENT:
1 OLYMPIAN FLAMER

3067

At the end of the FedCom Civil War, the various leaders of the Inner Sphere realize and admit that their new Star League was simply a political maneuver to be used against the Clans. They dissolve the League. Almost immediately, Word of Blake zealots—a reactionary splinter group from ComStar—unleash a jihad against the entire Inner Sphere. The Word of Blake had been quietly skimming resources from the Free Worlds League for years to build up a mighty secret army. Using those resources—along with covertly hired mercenary units, clandestine operations, assassinations and more—they flood the Inner Sphere with their troops and gain control over the HPG network. Additionally, they create havoc by manipulating House and Clan communications using undercover agents planted among their enemies years earlier. Using the confusion as cover, they effectively launch their holy war. With the Word of Blake out to destroy territory, not take it, the leaders of the various factions are thrown into complete chaos. The Blakists' opponents are left unable to trust even their own intelligence sources and unable to effectively fight back as the Blakists slowly gain ground.

3071–3078

After long years of war, a hero named Devlin Stone arises from the ashes. He decrees a new order as he slowly builds an army and pushes back against the Word of Blake. With each new success more warriors flock to his banner, speeding victory. His reputation grows to mythic proportions among the general populace. • With a new vision of how the Inner Sphere can rebuild itself—and a huge following of military and civilian personnel from every faction in the universe—Devlin Stone asks for and receives control of all worlds within a 120 light-year radius of Terra (Earth).

LIGHT 'MECHS

Light 'Mechs range in weight from 20 to 35 tons. On the battlefield, light 'Mechs serve most often in reconnaissance roles. Their above-average speeds and jump capabilities make them well-suited to efficiently avoid heavy fighting while maneuvering to assess enemy troop formations. Despite their many assets, however, light 'Mechs rarely manage to stand against heavier units, even with the advantage of numerical superiority.

ARBALEST

MASS: 25 TONS

CHASSIS: STAR LEAGUE NCX

POWER PLANT: VLAR 125

CRUISING SPEED: 54 KPH

MAXIMUM SPEED: 86 KPH

JUMP JETS: NONE

ARMOR: IRECE STANDARD

ARMAMENT:
- 2 MK. 46 TYPE II LRM-10 LAUNCHER
- 2 SERIES 2A MK. 5 EXTENDED-RANGE MEDIUM LASERS

FIRESTARTER

MASS: 35 TONS

CHASSIS: FOUNDATION ULTRALIGHT ENDO STEEL

POWER PLANT: GM 210

CRUISING SPEED: 64.8 KPH

MAXIMUM SPEED: 97.2 KPH

JUMP JETS: LUXOR LOAD LIFTERS (180 METERS)

ARMOR: DURALLEX NOVA

ARMAMENT:
- 6 HOTSHOT FLAMERS
- 1 DEFIANCE MODEL XII ER MEDIUM LASER

JANIS NOVA CAT (SPIRIT CATS)

Like all members of the fanatic Purifiers, Janis embraces the mysticism that guides the Spirit Cats, but she takes it to a level far beyond most of her fellow Clansmen. She claims that during her Trial of Position, which gained her entry into the Purifiers, she had a vision of the glory she would reap for herself and her Clan; she has dedicated herself to becoming the ultimate warrior ever since. Her scalp is permanently shorn of hair, and every inch of her body is covered with glyphs and symbols that tell a story only she understands.

She is a superb pilot and leader, and she is arrogant enough to question the leadership of Galaxy Commander Kev Rosse. Though he defeated her in a Trial of Grievance over one of his decisions, she is convinced that her vision for the Spirit Cats is the true path and that Kev Rosse must go. In her *Arbalest* "Sanctum," she sows terror even among her own troops.

WILLIAM "PYRO" PETERSON (BANNSON'S RAIDERS)

William "Pyro" Peterson grew up in a street gang whose primary MO was burning rival gangs' hangouts to the ground—preferably with the gang members trapped inside. Pyro moved up the food chain from gang to gang. When he had an opportunity to join Bannson's organization, he killed the two people that stood between him and Bannson's crusade without hesitation.

Peterson was assigned to The Band of Five, a veteran unit built on the brutality and ruthlessness of individual members rather than organizational or strategic skills. Pyro fit right in, and after some internal "negotiations," he became the pilot of a *Firestarter* BattleMech, which he has nicknamed "Sparks." The savagery of The Band of Five demands that each member become an expert in his or her duties lest a rival kill them in order to rise through the ranks. So far, Pyro has excelled in a 'Mech that suits him perfectly, enabling him to defend his position.

MEDIUM 'MECHS

The workhorses of the armies of the Inner Sphere, medium BattleMechs range in weight from 40 to 55 tons. On the battlefield, medium 'Mechs form the core of nearly every unit or formation. While light 'Mechs scout out battlefield terrain and enemy forces, medium 'Mechs wade in and slug it out with opposing troops until the heavy and assault units arrive.

LEGIONNAIRE

MASS: 50 TONS
CHASSIS: 2A TYPE 15 ENDO STEEL
POWER PLANT: 350 MAGNA XL
CRUISING SPEED: 76 KPH
MAXIMUM SPEED: 119 KPH
JUMP JETS: NONE
ARMOR: STARGUARD II
ARMAMENT:
1 MYDRON MODEL RC ROTARY AUTOCANNON 5

JACQUELINE TADAKA (SWORDSWORN)

Jacqueline Tadaka was born into a poor family on Kurhah, a planet on the border between House Kurita and The Republic. At a young age, she turned to a life of crime and quickly made a name for herself among the local yakuza. Over several years, she worked her way up through the ranks until her worth and natural aptitude for piloting a BattleMech allowed her to enter a Ghost Regiment—units specifically established to capitalize on the talents of the Combine's underworld, people like Jacqueline Tadaka, who would never be allowed in a standard military unit. As a member of an all-yakuza unit, she became extremely effective in the service of the Coordinator.

In the chaos, greed, and pettiness that flourished in the aftermath of the communications blackout, however, Jacqueline actually defected to The Republic. What's worse, in the mind of any Kuritan, she has sided with the Swordsworn faction, effectively throwing away her past to sleep with House Davion, enemy of the Dragon. The reason for her defection is unknown. However, many of her new brothers-in-arms see only a traitorous snake and refuse to believe her defection sincere.

Regardless, she is a superb MechWarrior. After her first battle piloting her *Legionnaire*, she named it "Tsunami," a nickname that her fellow Swordsworn have begun to use for Jacqueline herself to describe her style of combat.

SHOCKWAVE

MASS: 50 TONS
CHASSIS: EW MEDIUM ENDO STEEL
POWER PLANT: 250 MAGNA XL
CRUISING SPEED: 54 KPH
MAXIMUM SPEED: 86 KPH
JUMP JETS: NONE
ARMOR: EARTHWERKS MEDIUM STANDARD
ARMAMENT:
1 REPUBLIC THUNDER ULTRA AUTOCANNON TYPE 10
1 LIGHT CROSSBOW LONG-RANGE MISSILE 10-RACK
1 DIVERSE OPTICS SUNBEAM EXTENDED-RANGE LARGE LASER

F. S. BURDNAK (SWORDSWORN)

F. S. Burdnak jokingly refers to himself as "For Sale" whenever queried about the meaning of his initials. Though Burdnak likes to keep people guessing as to his real name, it is rumored that his true identity is Fang-Shin Burdinakov, a former MechWarrior of House Liao's Capellan Confederation.

In truth, Burdinakov defected to The Republic five years ago, apparently disgruntled after being passed over for advancement in Warrior House Imarra, and is still wanted by the Maskirovka as a traitor to the realm. F. S. remained in hiding until just after the HPG crash, when he apparently turned mercenary, selling his skills to the highest bidder.

While it is believed he will do anything for a price, his current service in the Swordsworn's elite Davion Guards may have more to do with insulting his former comrades than money. His allegiance to Duke Aaron Sandoval's faction is questionable at best.

Burdnak pilots a *Shockwave* he has named "Final Straw," either as another play on his initials or a suggestion that his arrival in the field can be enough to break an enemy's back.

3081
Under the guidance of Devlin Stone, The Republic of the Sphere is born. The hatreds and contentions of centuries are subsumed into the greater good as the populations on all planets become integrated in an attempt to end the factionalism of the past. Decades pass, and a new generation is indoctrinated into this new philosophy—a whole generation that knows only peace and stands insulated from the rest of the Inner Sphere. • One of the prime tenants of the new society is the decommissioning of the majority of the BattleMechs and a retooling of the wartime economy. As The Republic's prosperity booms, the rest of the Great Houses follow suit until BattleMechs have become exceptionally rare. Even the ability to build their specialized fusion engines becomes limited.

HEAVY 'MECHS

3081–3085

Under the guidance of Devlin Stone, The Republic of The Sphere thrives. However, though de facto control of the worlds exists—Stone has a huge army, the Houses have just survived a decade and more of brutal war, and many citizens of the Houses view Stone as a hero—the House Lords each react differently, with most attempting to negotiate which worlds along the borders will and will not become part of The Republic.

• House Liao refuses to participate or cede worlds. The Free Worlds League has multiple delegations that demand to be heard, creating chaos and confusion, with each one willing to give away worlds it does not own. Ultimately, they are too weak to hold the worlds demanded and too interested in fighting each other to oppose The Republic's acquisition of those worlds.

Heavy 'Mechs weigh from 60 to 75 tons. Usually piloted by commanders and experienced MechWarriors, they play a major role on the battlefields of the Inner Sphere. Heavy 'Mechs can dish out and take immense amounts of damage, and typically, only another heavy or an assault 'Mech can successfully take on an average heavy BattleMech.

TIAN-ZONG

MASS: 75 TONS
CHASSIS: HELLESPONT TYPE TZ
POWER PLANT: RAWLINGS 300 XL
CRUISING SPEED: 43 KPH
MAXIMUM SPEED: 65 KPH
JUMP JETS: NONE
ARMOR: HELLESPONT LITE II STEALTH
ARMAMENT:
2 CERES ARMS EXTENDED-RANGE MEDIUM LASERS
2 MYDRON CONCUSSOR GAUSS RIFLES

JAQUELIN PEJIKO (HOUSE LIAO)

Considered merely an antisocial MechWarrior failure from Liao during her stint in the Triarii Protectors in Prefecture V of the Republic Armed Forces, Jaquelin Pejiko has recently shown her true colors as a Capellan plant.

Though records do exist to support her story that she was born on Outreach and spent time in a Republican program to redeem troubled youth, Pejiko was recruited at some point by Capellan Maskirovka agents on Outreach, who noted her anti-Republic leanings and strong familial ties to her Capellan heritage. Her sudden failure to complete what looked to be a stellar scholastic career in MechWarrior training and subsequent assignment to the support arm of the Triarii Protectors was a sham to slip her into the vulnerable logistics chain of The Republic's defense force.

This gambit paid off when a number of minor logistical mishaps diverted information and badly needed supplies into the hands of Capellan sympathizers on Liao during the recent crisis there.

Having thrown off all pretense of incompetence with her return to Capellan service, Jaquelin Pejiko now pilots her *Tian-zong*, nicknamed "Celestial Crusader," as part of the Confederation Reserve Cavalry.

CATAPULT

MASS: 65 TONS
CHASSIS:
HOLLIS MARIK III ENDO STEEL
POWER PLANT: MAGNA 260 XL
CRUISING SPEED: 43.2 KPH
MAXIMUM SPEED: 64.8 KPH
JUMP JETS:
ANDERSON PROPULSION 21 (120 METERS)
ARMOR: DURALLEX HEAVY
ARMAMENT:
2 FEDERATED 15-SHOT LRM-15 LAUNCHERS
2 DEFIANCE SHREDDER LB 2-X AUTOCANNONS

MEGHANN TENCLAY (BANNSON'S RAIDERS)

Meghann Tenclay is the current commander of the Scourge and the right hand of Jacob Bannson. This brash young woman simply walked up to Bannson himself and demanded to be made his personal guard. Her bravado apparently intrigued him enough to give her a chance, and he threw her to the wolves of his Scourge. Her combat skills and ruthlessness cemented their loyalty to her.

However, she has a dark secret she fears will mean her death if it is revealed: Meghann Tenclay is actually Clementine Felon, heir to the Duchy of Chesterton in House Davion. She fled her pampered upbringing, which she felt would stifle her, for the streets and ultimately ended up in the most brutal organization she could find. As Bannson's feelings toward the nobility are well known, she will do whatever she must to protect her identity.

Tenclay's "Slammer" is not an upgrade of the advanced CPLT-C3 *Catapult* produced in the early 3050s. Instead, it is an upgrade of an original CPLT-C1 that came off the assembly line in 2571. Its nearly half a millennium of service brings with it a history, lineage and glory that Meghann enjoys to the hilt.

ASSAULT 'MECHS

Assault 'Mechs, weighing from 80 to 100 tons, are the kings of the thirty-second-century battlefield. So fearsome are theses behemoths in battle that one assault 'Mech is often equal to an entire lance of lighter 'Mechs. The pilot of a well-designed assault 'Mech fears no opponent in the field, and the 'Mech's physical attacks can cripple nearly any target.

JUPITER

MASS: 100 TONS
CHASSIS: OLIVETTI STAGE 9
POWER PLANT: 300 XL
CRUISING SPEED: 34 KPH
MAXIMUM SPEED: 54 KPH
JUMP JETS: NONE
ARMOR: RAYDIENT SERIES 7
ARMAMENT:
2 TYPE XX EXTENDED-RANGE PPC
2 SERIES IV LONG-RANGE 15 LAUNCHERS
4 TYPE DL ULTRA-5 AUTOCANNONS

ERIN JOHNSTON (DRAGON'S FURY)

Erin Johnston (certainly not her real name) is an anomaly. Erin has always been at Katana Tormark's side. She has fought passionately and valiantly, on and off the battlefield, with both words and fists. She can be aristocratic and elegant and in the next breath savagely brutal and utterly base. All attempts to examine her history have come up blank; she either came out of nowhere or has done a fantastic job of concealing her past. Due to her abilities and the obvious favor Tormark shows her, a number of people, even within the Amaterasu, have attempted to discredit Erin; none has succeeded.

Regardless of whatever secrets her past may hold, there is apparently no one more devoted to Tormark than Erin Johnston. She does not fight for a cause, or for personal glory and fame—she fights only for Katana.

Currently, Erin pilots a *Jupiter*, which she has named "Io."

ATLAS

MASS: 100 TONS
CHASSIS: FOUNDATION TYPE 10X
POWER PLANT: VLAR 400 XL
CRUISING SPEED: 43 KPH
MAXIMUM SPEED: 65 KPH
JUMP JETS: NONE
ARMOR:
DURALLEX SPECIAL HEAVY WITH CASE
ARMAMENT:
2 VICTORY NICKEL ALLOY EXTENDED-RANGE LARGE LASERS
1 DRAGON FIRE GAUSS RIFLE
2 GUIDED TECHNOLOGIES 2ND GEN STREAK SRM-6

DERECK HASBANI (SWORDSWORN)

The Hasbani family owns one of the oldest *Atlases* still in service in the Inner Sphere. Produced in 2811, the *Atlas* has seen the four Succession Wars of the Royal Houses, the Clan Invasion, the FedCom Civil War, the Word of Blake Jihad, and the Reformation that resulted in the formation of The Republic of the Sphere. It is a history book, filled with the scars, blood and sweat of more than three centuries of conflict by the MechWarriors of the Hasbani.

Young Dereck Hasbani is the first warrior in two generations to pilot his family's storied BattleMech in combat, but his father was no stranger to conflict. The Hasbani ancestral homestead was one of the planets that House Davion ceded to The Republic at its formation, and the Hasbani became citizens of this new nation without their consent. There was much media attention when Devlin Stone personally requested the Hasbani family to decommission their *Atlas* as part of The Republic's demilitarization program. They refused and have lived as outsiders within The Republic ever since.

Recently, Dereck Hasbani accepted Duke Sandoval's invitation to join the Davion Guards of the Swordsworn, where he and "Avatar" have already made a name for themselves.

3085

Though officially formed in 3081, it is not until 3085 that all but House Liao formally acknowledge The Republic's existence by sending ambassadorial delegations to Terra. The worlds in Liao space that fall within The Republic umbrella cite their past independence as reason to leave the Capellan Confederation and join The Republic. House Liao does not relinquish rights to them, however, and often rattles sabers, suggesting The Republic invaders will be forced out. • During this same period, 3085–3093, the Draconis Combine experiences renewed trouble with reactionary elements that protest the loss of worlds to The Republic, but they are eventually put down.

3095–3110

Republic forces are called on to fight on the borders against the Capellan Confederation and the Free Worlds League. In the Free Worlds League, the Republic forces battle "liberation" attacks promulgated by political leaders attempting to increase their power by showing that they will stand up to invaders. These attacks are dealt with shortly and sharply. Stone threatens to run Republic troops into the Free World League to create a buffer zone of worlds, and this effectively forces the Free Worlds League politicians to back off. • House Liao approaches the problem differently.

MechWarrior: Dark Age launches you head-first into the universe of the thirty-second century. In this time, battles between powerful, rising leaders who marshal loyal armies and send them out to conquer not just cities and continents, but multiple worlds and solar systems, is commonplace. Whether for power, greed, altruism, or simply to kill—war has become a constant fact of life in the thirty-second century.

Armies of standard infantry, power-suited soldiers and armored vehicles clash on alien worlds. Even IndustrialMechs are quickly jury-rigged and sent into battle. These epic conflicts, however, are won and lost by rare BattleMech battle machines, giant, thirty-foot-tall, humanoid titans of metal piloted by brave MechWarriors. These devices of destruction bristle with high-intensity lasers, rapid-fire autocannons and dozens of other lethal weapons—easily enough firepower to quickly level entire city blocks.

Behind the scenes, powerful nobles and others willing to make a grab for power use every technique at their disposal—politics, subterfuge, blackmail, kidnapping, assassination, terrorism—to achieve their ends; this is the shadow war that serves as a silent companion to the conflicts fought in the light. Sometimes, where an army fails, a dagger succeeds.

An *Ocelot* fights for its life in the confines of a city.

THE UNIVERSE

Starting in 3104, they engage in revolutionary and terrorist activities on Republic worlds they once possessed. They strike primarily at the traitors who ceded the worlds, since this also strikes terror into the local leaders on the border who are considering a petition to join The Republic.

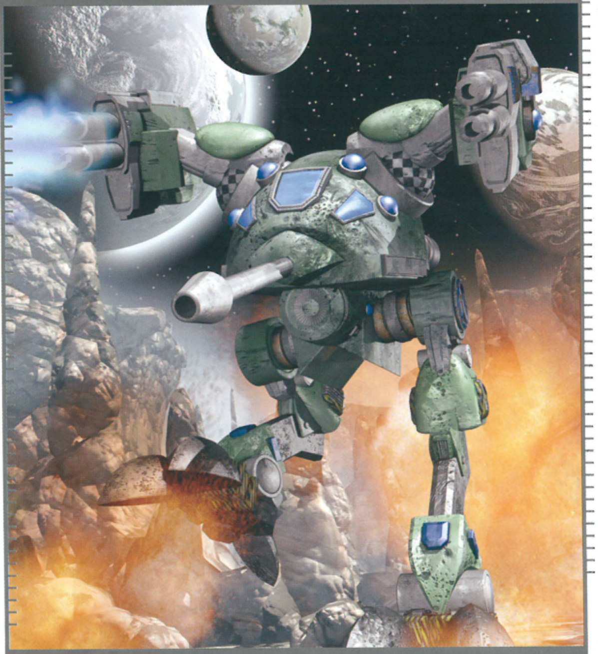
THE INNER SPHERE

MechWarrior is set in the Inner Sphere, a general term used to describe a region of space roughly one thousand light-years across, composed of more than two thousand known (populated) planets, with Terra (Earth) at the center. This area is further divided into geopolitical regions, where one power or another holds sway. For most of the centuries since mankind took to the stars, the vast majority of these worlds have been under the sway of one of five Great Houses. Smaller powers have come and gone over the centuries. Any world or geopolitical power outside the Inner Sphere is said to be in the Periphery, considered the frontier of the known universe.

The focus of MechWarrior: Dark Age is on a much smaller region of space called The Republic of the Sphere, which is roughly two hundred light-years across.

RYOKEN II

MASS: 75 TONS
CHASSIS: DSAM ENDO 5
POWER PLANT: GM 375 XL
CRUISING SPEED: 55 KPH
MAXIMUM SPEED: 87 KPH
JUMP JETS: NONE
ARMOR: FORGING ZK20
ARMAMENT:
4 TYPE OVR-X LB 2-X AUTOCANNON
2 TYPE XVI LRM-15 LAUNCHERS



Though on a dangerous asteroid, a *Locust* has no choice but to fight.

INTERSTELLAR TRAVEL

Travel between stars takes place via the use of spindly, kilometer-long vessels called JumpShips. Using the Kearny-Fuchida drive system, JumpShips tear a hole in reality (in effect, folding space) and appear up to thirty light-years away. Malfunctions can happen, though they are rare, and can result in the JumpShip being either stranded or simply disappearing in transit. JumpShips appear at jump points, which are usually placed well above the poles of a solar system's star in order to avoid the planetary gravitational forces that hinder arrival and departure. JumpShips cannot enter a planet's atmosphere and rarely leave the jump point.

After the JumpShip arrives at the jump point, vessels called DropShips detach from their docking collars and begin the long trip in-system using fusion drives. Depending on the size of the star and other factors, the trip lasts from hours to weeks, with a typical transit taking a week to ten days.

Once the DropShips have begun their long interplanetary voyage, the JumpShip unfurls a kilometer-wide, circular sail, made of a superthin material that absorbs energy from the system's star. The energy thus collected is used to charge the Kearny-Fuchida drive. Because of the delicate nature of the technology that makes up the drive, charging is a slow process that may take several days, depending on the star type.

JUMPSHIPS

Weighing from 50,000 to a gargantuan 500,000 tons, JumpShips serve to connect humanity between the stars. Able to carry from one to ten DropShips at a time, depending upon the size and design specification of the class of JumpShip in question, JumpShips are one of the single most prized commodities of any power; without them, interstellar travel would not be possible.

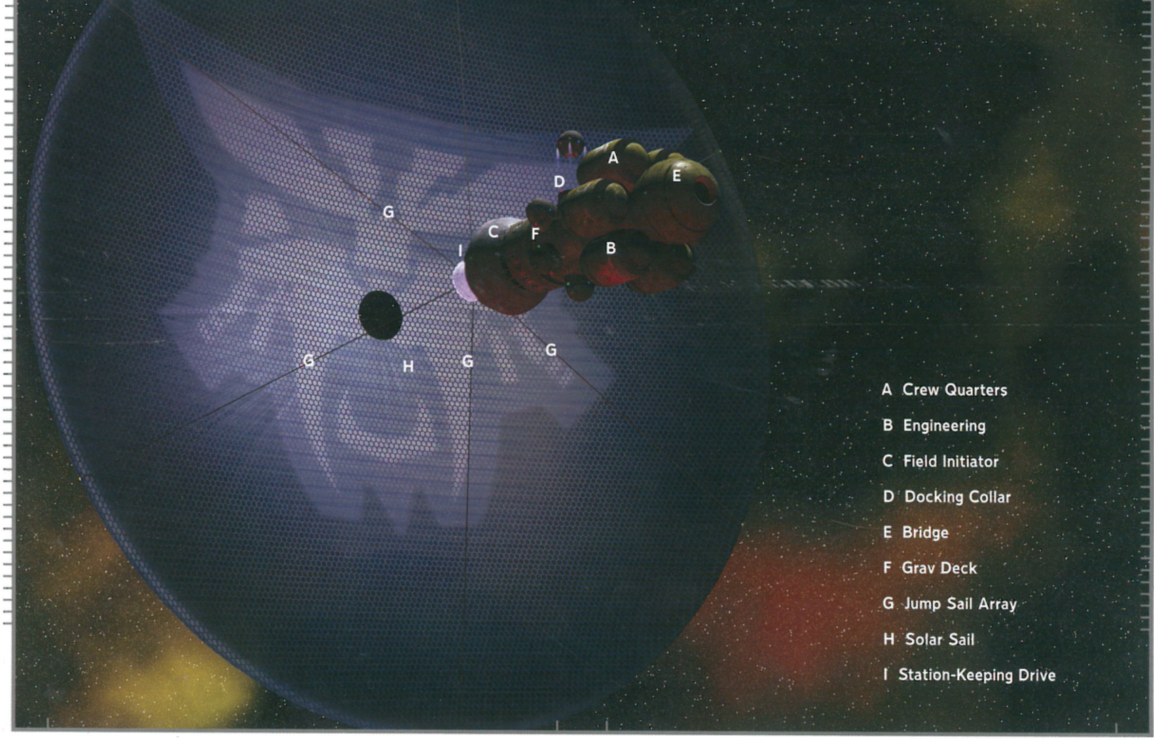
DROPSHIPS

All DropShips are either spheroid or aerodyne designs. Spheroids, so named for their distinctively rounded hulls, rely on their fusion drives to provide lift. Aerodynes rely on wings and aerodynamic hull shapes to provide lift for atmospheric flight. Weighing anywhere from a paltry 100 tons to a mammoth 100,000 tons, DropShips carry everything from passengers to farming equipment, foodstuffs to military hardware—anything that needs to travel between the stars.

AEROSPACE FIGHTERS

Massing one hundred tons or less, aerospace fighters make up the bulk of any faction's naval fleet; they usually act as DropShip escorts to screen against enemy fighters. Able to operate equally well in the confines of space or in atmosphere, aerospace fighters can bring a decisive edge to any battle. They are so fragile, however, that most forces horde their fighters, using them only when doing so will achieve the maximum effect.

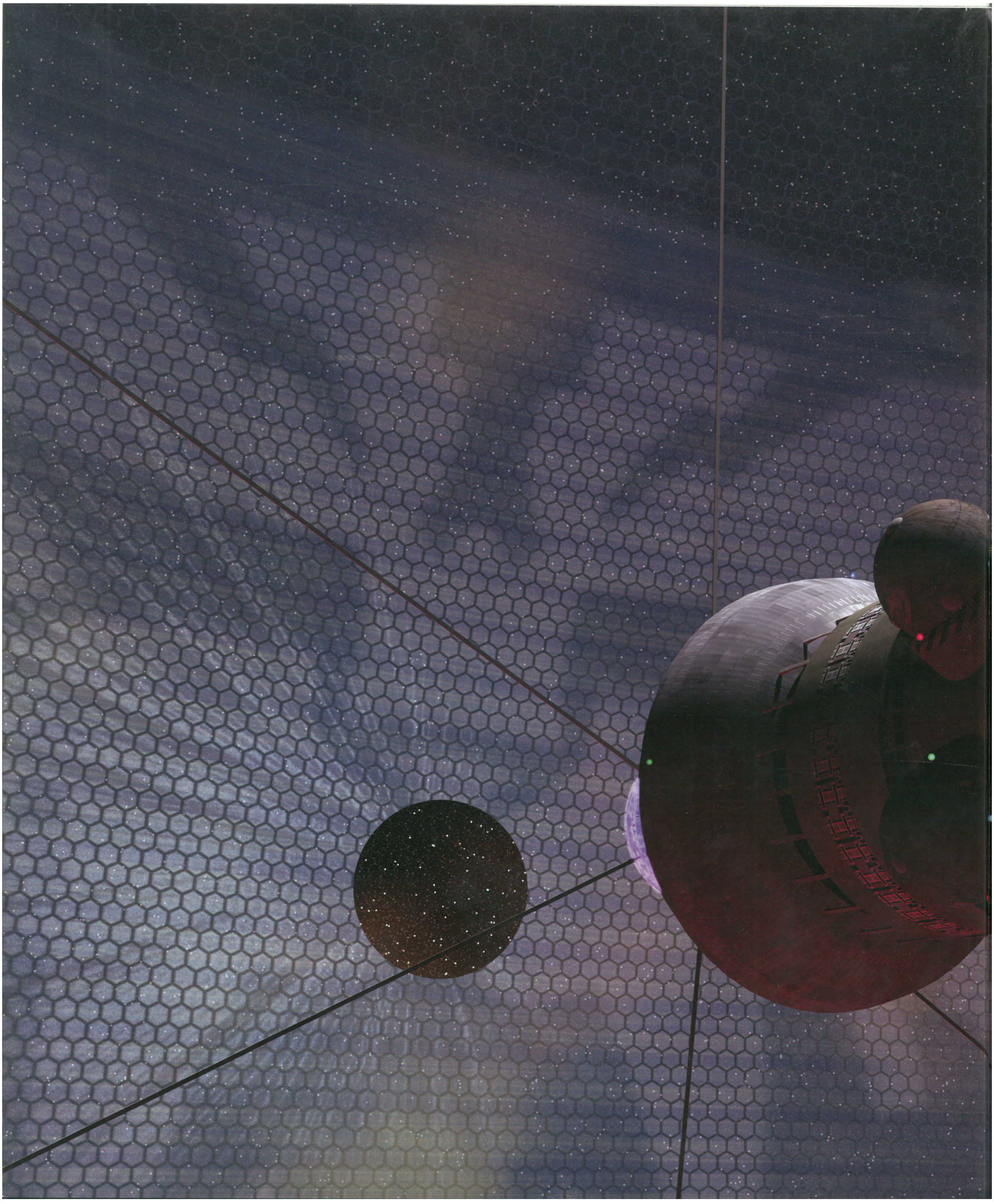
MAGELLAN MKII JUMPSHIP

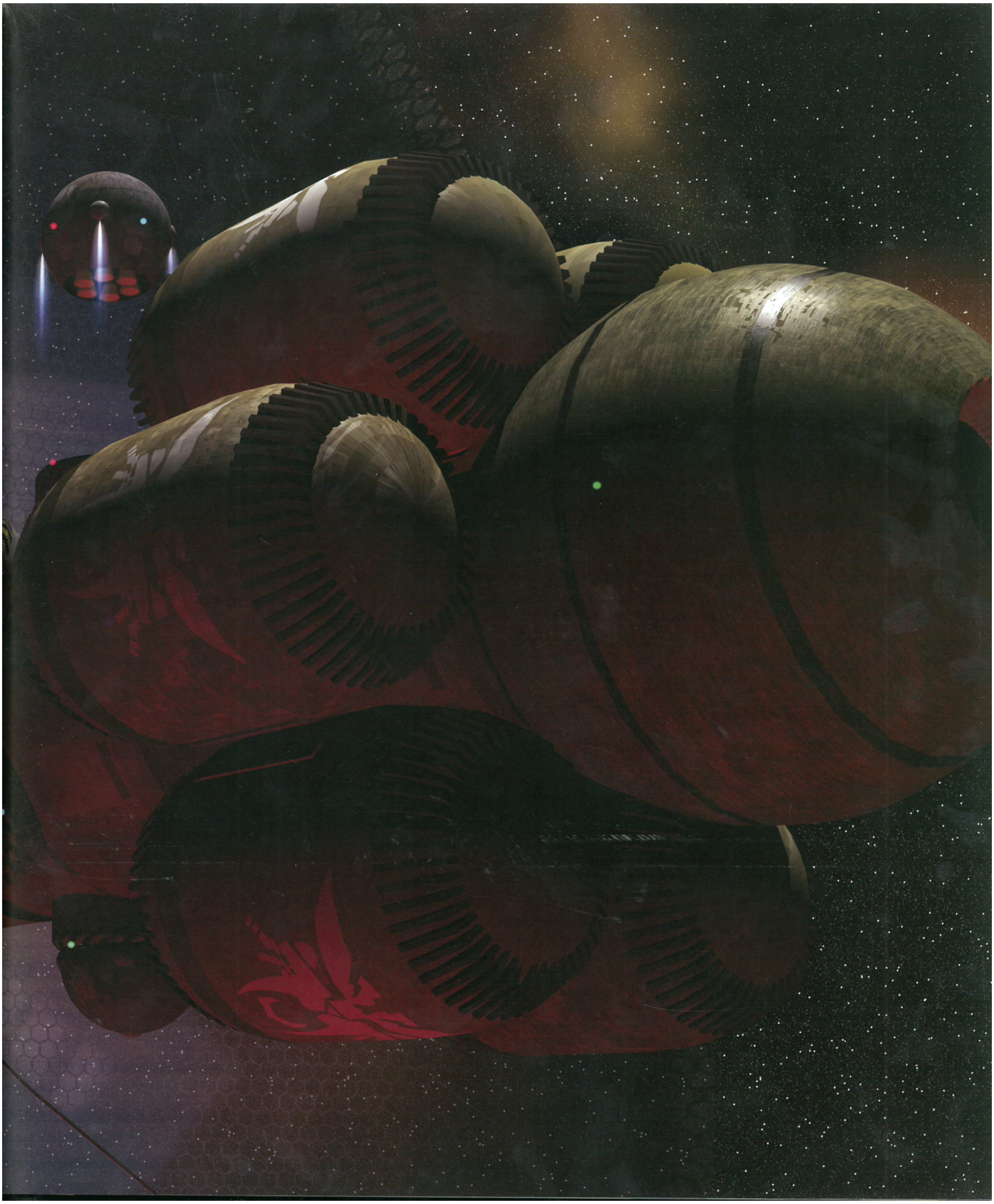


3110–3113

In 3111, a member of the Republic Militia assists a Capellan Confederation Warrior House regiment in landing unopposed on the world of Liao. Upon landing, instead of gaining de facto control of the world, they end up razing the DropPort and most of the city to the ground—tens of thousands die. Though the individual simply vanishes—it is unknown if he died in the fighting or not—he becomes known as the Betrayer of Liao. • Horrified at such barbarism, The Republic takes off the gloves, and Stone sends in his heaviest units to put down the Liao insurrections in Prefecture V. Unwilling

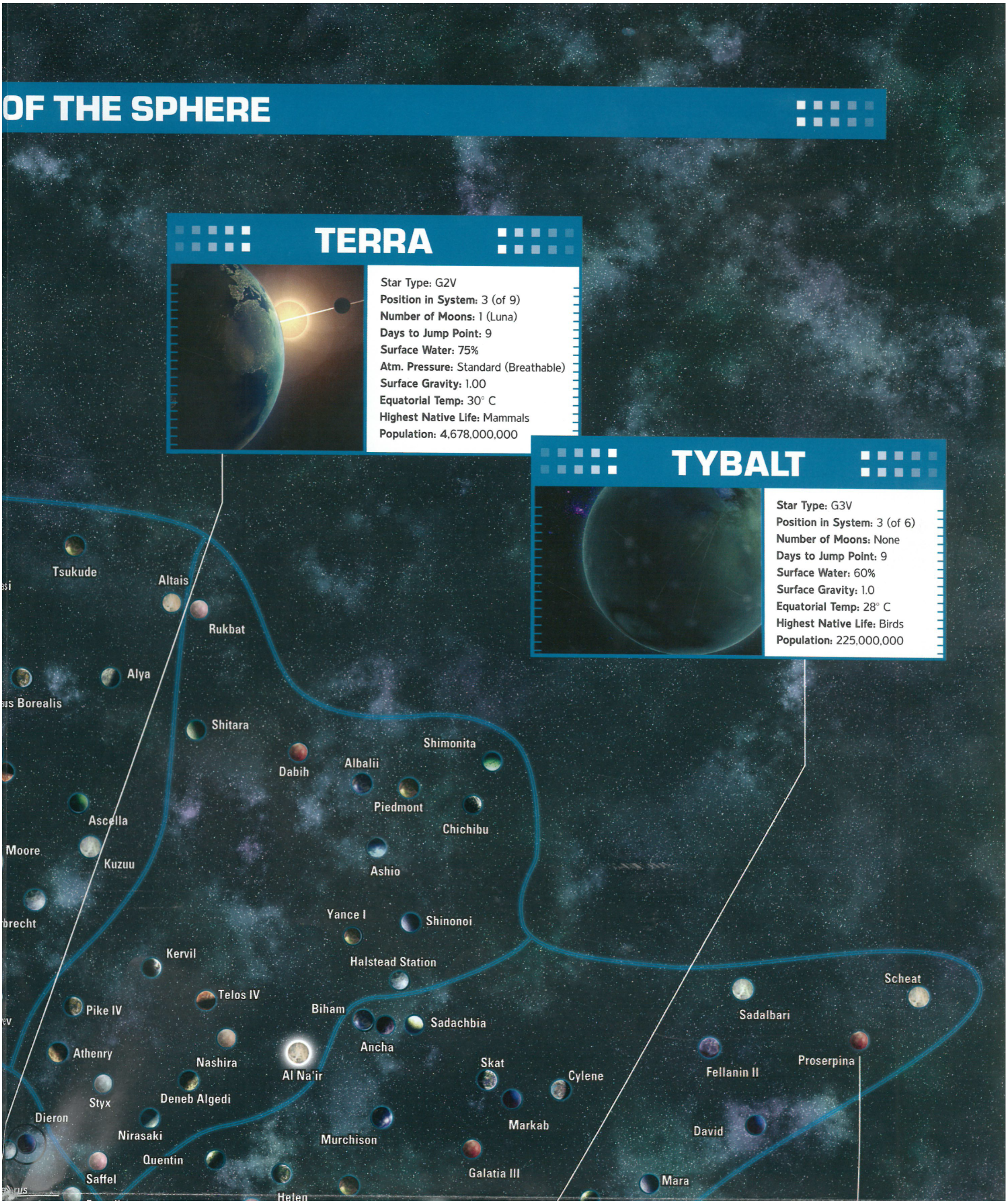
to back down, House Liao counters with a massive push of front-line units across the border. • In 3110, Victor Davion loses a son in the campaign. Kai Allard-Liao dies in the campaign in 3113. In early 3113, House Liao forces in The Republic are completely beaten and forced back into the Confederation. As with the Free Worlds League, The Republic threatens to invade and create a buffer, forcing the Chancellor to sue for peace.





Zenith Point
Standard Transit Distance
Planet Orbit
Non-Standard
Transit Distance
Nadir Point
Coreward
Anti-Spinward
Spinward
Rimward
Corridan IV
Yed Posterior
Cebalrai
Baxter
New Wessex
Vega
Marfik
Kimball II
Eltanin
Izar
Konstance
Ryde
Komephoros
Kaus Australis
Zebeneschamali
Carnwath
Kessel
La Blon
Alrakis
Kaus Media
Glengarry
Gladius
Unukalhai
Dromini VI
Seginus
Kochab
Alphecca
Skondia
Sabik
Laiaka
Skye
Alkalurops
Atria
Zebebelgenubi
Alkaid
Nusakan
Ko
Syrma
Carsphairn
Lyons
Galatea
Imbros III
Summer
Menkent
Yorii
Alcor
Vindemiatrix
Asta
Mizar
Zollikofen
Algorab
Cor Caroli
Muphrid
Alioth
Thorin
Altair
Lipton
New Kyoto
Gacrux

OF THE SPHERE

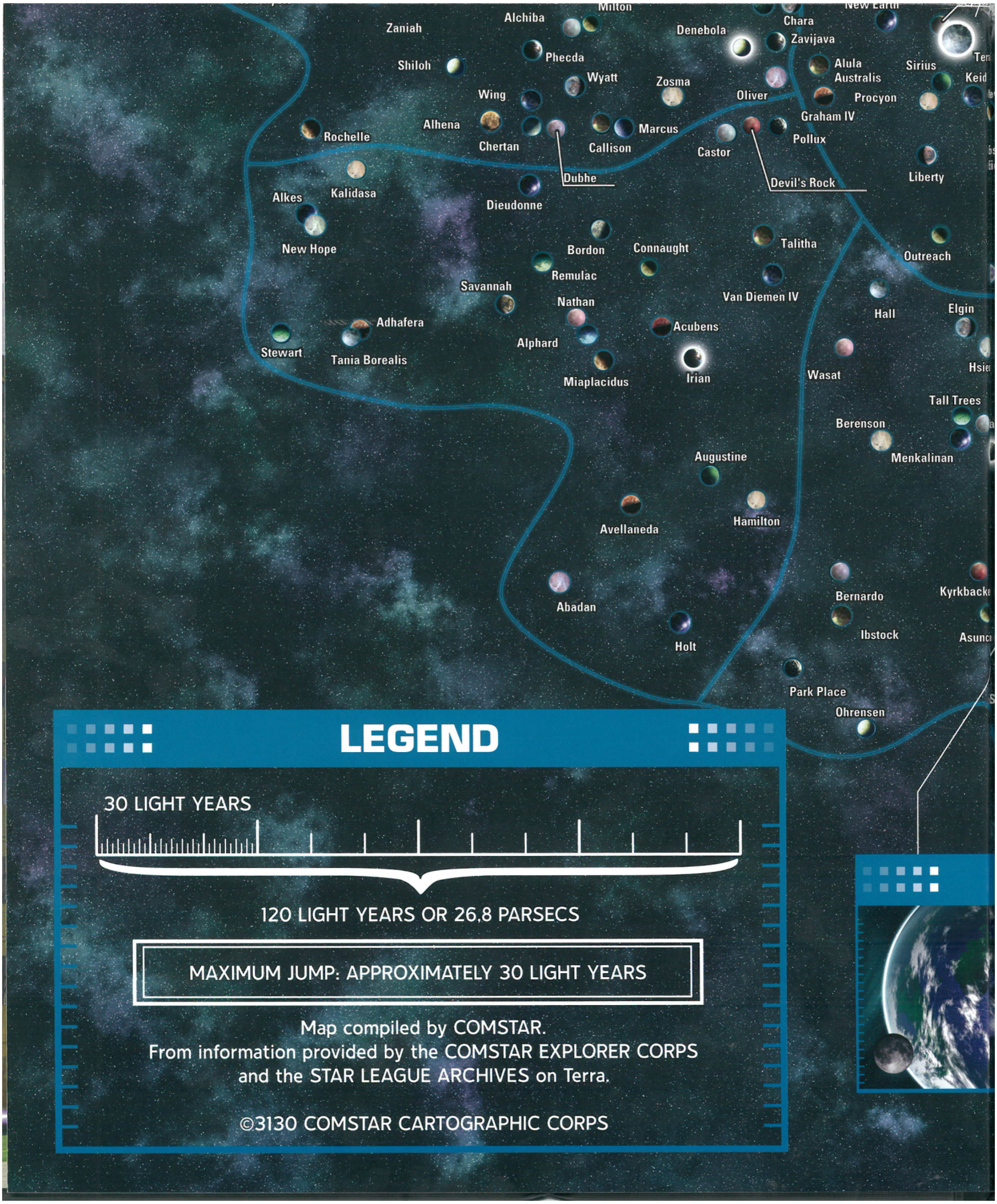


TERRA

Star Type: G2V
Position in System: 3 (of 9)
Number of Moons: 1 (Luna)
Days to Jump Point: 9
Surface Water: 75%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.00
Equatorial Temp: 30° C
Highest Native Life: Mammals
Population: 4,678,000,000

TYBALT

Star Type: G3V
Position in System: 3 (of 6)
Number of Moons: None
Days to Jump Point: 9
Surface Water: 60%
Surface Gravity: 1.0
Equatorial Temp: 28° C
Highest Native Life: Birds
Population: 225,000,000


Zaniah
Alchiba
Denebola
Chara
Zavijava
Shiloh
Phecda
Wyatt
Zosma
Alula Australis
Sirius
Wing
Oliver
Procyon
Graham IV
Alhena
Marcus
Rochelle
Chertan
Callison
Castor
Pollux
Dubhe
Devil's Rock
Liberty
Alkes
Kalidasa
Dieudonne
New Hope
Bordon
Connaught
Talitha
Outreach
Remulac
Savannah
Van Diemen IV
Hall
Elgin
Nathan
Acubens
Adhafera
Alphard
Stewart
Tania Borealis
Miaplacidus
Irian
Wasat
Tall Trees
Berenson
Menkalinan
Augustine
Hamilton
Avellaneda
Abadan
Bernardo
Ibstock
Holt
Park Place
Ohrensen
LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 26.8 PARSECS
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.
©3130 COMSTAR CARTOGRAPHIC CORPS

PROSERPINA

Star Type: K2V
Position in System: 4 (of 9)
Number of Moons: 1 (Taikata)
Days to Jump Point: 4
Surface Water: 67%
Atm. Pressure: Standard (Tainted)
Surface Gravity: 0.98
Equatorial Temp: 25° C
Highest Native Life: Reptiles
Population: 2,001,723,000

NORTHWIND

Star Type: G21
Position in System: 2 (of 5)
Number of Moons: 2 (Dublin and Glasgow)
Days to Jump Point: 12
Surface Water: 75%
Atm. Pressure: Thin (Breathable)
Surface Gravity: 1.01
Equatorial Temp: 32° C
Highest Native Life: Reptiles
Population: 998,268,000

LIAO

Star Type: K5V
Position in System: 3 (of 9)
Number of Moons: 1 (Elias' Promise)
Days to Jump Point: 4
Surface Water: 5%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.05
Equatorial Temp: 30° C
Highest Native Life: Reptiles
Population: 2,395,427,000

TIKONOV

Star Type: G8V
Position in System: 3 (of 6)
Number of Moons: 3 (Andropov, Andruyev, and Ashkilov)
Days to Jump Point: 6
Surface Water: 60%
Atm. Pressure: Standard (Breathable)
Surface Gravity: 1.1
Equatorial Temp: 29° C
Highest Native Life: Mammal
Population: 2,725,000,000

3130
Devlin Stone announces his withdrawal from public life. He swears that he will return if ever The Republic or the rest of the Inner Sphere needs him—then he vanishes.

3132
Hyperpulse Generator Alpha Stations around The Republic and throughout the Inner Sphere suffer attack from without and sabotage from within, effectively ending interstellar communications for 80 percent of all populated worlds. No group takes responsibility; no clues point to a single perpetrator. Tensions heighten between political and social factions, each suspecting the others of responsibility for the communications breakdown. Fighting breaks out where social pressures reach critical mass.

In the crisis of a communications blackout, people with true leadership ability inevitably find their way to the fore. These people will shape their factions' goals on a local level as they direct the energies of their followers. Though the larger Houses and Clans play an important part in driving the goals and ambitions of the local factions, for The Republic of the Sphere and the people who occupy it, the immediacy of these leaders and their troops occupying and warring on their worlds makes them of paramount importance.

BANNSON'S RAIDERS

"Either we work together, or you don't work at all."

Jacob Bannson is a pragmatist. He has stated that Devlin Stone will never return and that The Republic Stone left behind is interested only in holding on to power. Bannson is also the richest man in Prefecture IV—almost the richest in The Republic—but his lack of noble blood has caused other nobility and even the Senate to thwart his ambitions time and again, filling him with a brooding bitterness. Now, with communications gone and others making their bids for control, he's ready to indulge his own thirst for power while paying back the nobility for all the offenses (real or imagined) it has committed against him.

A charismatic leader, Bannson has roused the commoners to his cause and attracted many warriors—be they accomplished MechWarriors or street thugs—to follow him on this new path. He seems to believe that if the other factions would only listen to him, they would realize he is the logical person to lead them to a better tomorrow. His efforts are certainly aided by the inexhaustible funds that he uses to grease the wheels wherever he goes. Bannson's Raiders are opportunists, masking their greed for power behind a façade of helping the common man of The Republic.

DRAGON'S FURY

"The power of the Dragon is pure and unstoppable."

Duchess Katana Tormark was the Prefect of Prefecture III before the loss of communications. Because of her outstanding military prowess, she was offered the incredible honor of becoming a Knight-Errant of The Republic. To the shock of nearly everyone, she declined.

Her father, Akira Tormark, was Duke of Al Na'ir within House Kurita's Draconis Combine. Following the reforms enacted by Theodore and then his son Hohiro Kurita, Akira felt that the honor of the Combine had been betrayed and followed Devlin Stone into the formation of The Republic.

Katana does not hide her opinion that her father's loyalty to Stone, rather than his family's best long-term interests, was in error. Perhaps never truly believing in The Republic, her staunch Bushido upbringing meant that she could not accept the Knight-Errant post. After all, the blood of Minobu Tetsuhara flows through her veins: one of the most noted samurai of his time a century ago, he was betrayed by his liege and chose seppuku rather than compromise his own honor.

Tormark is an extremely aggressive samurai who sees an opportunity to build a new, unified House Kurita from the ashes of the failed Republic and what she sees as the aged and enfeebled Kurita of the current day. In pursuit of this goal, she has stepped down from her Prefect responsibilities to concentrate on building her power base.

HIGHLANDERS

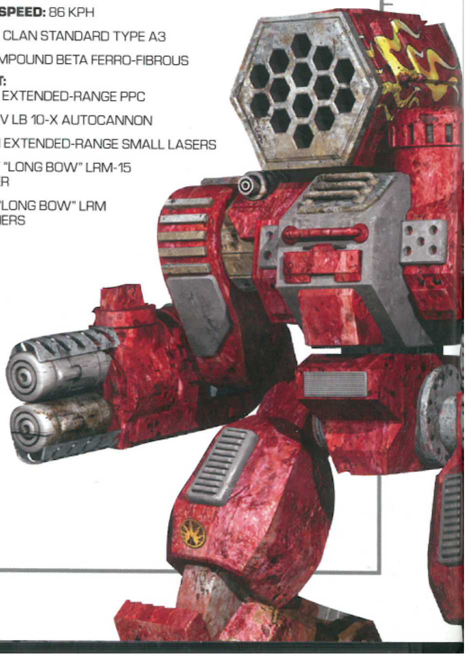
"In the name of Devlin Stone, we will survive."

Legate of Northwind before the current troubles began, Countess Tara Campbell is horrified by how quickly the common people have forgotten all that The Republic of the Sphere did for their prosperity and protection. More, they seem to have forgotten Devlin Stone and the high ideals he espoused. Her disgust is compounded tenfold toward the other leaders in The Republic, who should be setting an example, not letting their avarice lead them astray.

Her dismay is centered on ex-Prefect Katana Tormark, whom Tara served under in the past and respected for years. When Tormark was offered a Knighthood but refused, Campbell was torn between hero worship and horror. Though she has no real ambition for personal power, she's convinced that only she can keep the Prefecture from sliding into anarchy. She has thus stepped up to fill Katana's shoes in The Republic post Katana abandoned when she founded the Dragon's Fury. Countess Campbell has now called upon all who remain loyal to the memory of Devlin Stone and The Republic to stand against the falling darkness. Using Republic Army forces in the immediate Prefectures as her base, Campbell began expanding her troops via volunteers and militia forces. She is clearly biding her time until larger elements mobilize and assist her in holding together the Great Experiment.

THOR

MASS: 70 TONS
CHASSIS: OLIVETTI T4 ENDO STEEL
POWER PLANT: 350 MAGNA EXTRA-LIGHT
CRUISING SPEED: 55 KPH
MAXIMUM SPEED: 86 KPH
JUMP JETS: CLAN STANDARD TYPE A3
ARMOR: COMPOUND BETA FERRO-FIBROUS
ARMAMENT:
- 1 TYPE 22 EXTENDED-RANGE PPC
- 1 TYPE KOV LB 10-X AUTOCANNON
- 2 SERIES 1 EXTENDED-RANGE SMALL LASERS
- 1 TYPE XV "LONG BOW" LRM-15 LAUNCHER
- 2 TYPE V "LONG BOW" LRM 5 LAUNCHERS



CORE FACTIONS

SPIRIT CATS

"When I look into the fire, I become flame to destroy you."

Galaxy Commander Kev Rosse was a senator of The Republic, but in his heart he has always been a Nova Cat. As the interstellar silence fell, he declared that only one thing mattered: the Nova Cat must be preserved. The Nova Cat Clan has always been capable of transforming itself to ensure survival, as when his ancestors joined The Republic, but Rosse actually wants to lead his local Clan members back to a "purer" form of Cat.

Though he is torn by his loyalties to both The Republic and House Kurita, where the rest of the Nova Cats reside, he has announced that a vision has shown him neither of those Paths will allow his warriors to survive. Instead, they must separate themselves from what the Nova Cats have become—hence the Spirit Cats name—and draw closer to what the Nova Cats once were. He argues that this means making no alliances with or joining Inner Sphere governments.

Furthermore, he has stated, his vision has shown him a place they must find to secure the survival and independence of his Clan. If that requires him to sunder all previous allegiances, then so be it. He is convinced that through his visions and leadership, he will guide the Nova Cats down the path to survival.

SWORDSWORN

"If I need a 'Mech I'll use it, but a dagger is easier used and disposed of."

Duke Aaron Sandoval was once content as Lord Governor of Prefecture IV. He ruled in the name of Devlin Stone, the man his father had taught him to revere above anyone else. Upon Stone's sudden retirement and disappearance, however, he felt abandoned. Disillusionment soon set in, and the stories his grandfather used to tell him about the great House Davion suddenly seemed very real. Furthermore, his bloodline has a direct link to the Sandovals, who have ruled a large section of House Davion for centuries. A desire to connect with the House of his forefathers began to burn within him.

With the fall of interstellar communications and what appears to be the beginning of the collapse of The Republic, the Duke is convinced that now is the time to declare for House Davion and take as many worlds as he can with him.

Duke Sandoval, however, is not content simply with attempting to take the worlds from his own Prefecture and has cast his eye to larger pastures. Prefecture III will pit him directly against Katana Tormak, launching a whole new chapter in the ancient Davion-Kurita rivalry, while Prefecture V contains worlds coveted by House Liao since The Republic's formation. Tackling them will lead him directly against the might of House Liao.

STEEL WOLVES

"Battle is its own reason for existing."

Anastasia Kerensky was raised in full Clan tradition among the splinter Clan Wolf (in-Exile) faction in the Lyran Commonwealth, but she took early to challenging some of the basic precepts. She uses contractions (normally thought of as a sign of a lazy mind among the Clans) when she wishes for blending in and for effect. She can batchall with the best of them, bidding to take a target with the fewest troops, but also sees no problem with simply leading troops in to fare as best they can.

Anastasia left the Wolves for The Republic of the Sphere after the loss of the hyperpulse generator stations, knowing that there would be trouble and that she would find a place to truly prove herself. She traveled incognito under the alias Tassa Kay, fighting on a few other worlds along the way until finding the fight she wanted on Achernar.

From there, she chose to travel with the Steel Wolves back to Tigress, where she challenged and killed the previous leader, Kal Radick, in hand-to-hand combat in a Trial of Possession for leadership of the Steel Wolves. Now, having harnessed the Wolves, she plans on unleashing them to accomplish what the Clans failed to do decades ago during the Clan Invasion: reestablish the Star League.

STORMHAMMERS

"The Steiner fist will lift you up or crush you ... your choice."

For centuries, the worlds in the Isle of Skye (Prefecture IX) have strived and desired to secede from the Lyran Commonwealth. When The Republic formed and took most of the core worlds of the Isle with it, the people of Skye achieved what they had dreamed of for hundreds of years: freedom from the Steiner Archon!

For Jasek Kelswa-Steiner, Landgrave and heir-apparent to Skye, it is not so simple. The people of Skye may have achieved freedom, but they simply traded one overlord for another. More importantly to Jasek, unlike the Lyran Commonwealth, which Skye had been a part of since its formation almost eight centuries ago, The Republic is an upstart that cares nothing for Skye or her people. In his mind, it is better to be Lyran than Republican, and if that requires he return Skye to Archon rule, then so be it. After securing the loyalty of a cadre of Republic militia he led before the blackout, he openly declared for House Steiner.

He has, however, made an enemy of both The Republic and the powerful Duke of Skye, his own father, who considers him a traitor. And the Kelswa bloodline has a long history of using lethal means to solve their problems.

The Exarch is the ruler of The Republic, elected once every four years from among the seventeen Paladins. Though the Exarch takes recommendations, petitions and counsel from both the Senate and the Knights of the Sphere, his is the final authority on all decisions affecting The Republic. The Exarch cannot serve two consecutive terms. • The current Exarch, Damien Redburn, was chosen personally by Devlin Stone to lead The Republic upon Stone's retreat from public life in 3130: Stone promised to return if needed. As a result of the collapse of order and the rise of war, the election in

3134 of a new Exarch promises to be one of the most important events in The Republic's history. • The Knights of the Sphere are the Federal Marshals of The Republic. Each Knight maintains significant contacts on his homeworld, giving the Knights of the Sphere an extended reach across The Republic. Through these Knights, the Exarch exerts his influence across the entire Republic and ensures that elected officials do not abuse their powers. • The Knights are the backbone of the Federal police force. Backed by the entire Republic, their presence alone can usually quell any political or military unrest.

GREAT HOUSES AND CLANS

THE GREAT HOUSES

The Great Houses of the Inner Sphere have dominated most of the Inner Sphere's two thousand star systems for centuries. They are each ruled by a single individual who wields immense power, shaping the futures of trillions of people. These dictatorships, benign or otherwise, sprang up in direct response to mankind's expansion to the stars. After the collapse of humanity's first wave of expansion, regional power brokers arose in the absence of central government. They are the ones who wrought the empires that exist today, binding nearby planets together in a form of feudalism.

The vast distances between planets made interstellar travel a rarity. Until the HPG system was developed in 2630, interstellar communication was impossible. This meant that each world enjoyed a high degree of autonomy. The feudal warlords who ruled the planets rarely faced the possibility of being overthrown by an invading military force. Variations of this feudal system remain in place today, resulting in a patchwork of mostly independent local governments overseen by a neofeudal lord.

In keeping with their feudal origins, every nation in the Inner Sphere includes some type of noble class. Many noble titles are common to several nations. Earth nobility originated with the feudal system of government most prevalent in the European Middle Ages, when a sovereign delegated responsibility and authority over an area to select subjects in exchange for a personal oath of fealty. These subordinate leaders were granted a patent of nobility allowing them to use a title commensurate with their importance.

Nobility in the thirty-second century is largely hereditary, with the designated heirs of nobles inheriting their noble parents' rights, states and responsibilities. Though most sovereigns can grant titles to their subjects, this practice is relatively rare—even for MechWarriors, the modern equivalent of Knights.

THE CLANS

While most of the people/social groups in the MechWarrior universe can be compared with various modern-day nations, one group is culturally alien and unique: the Clans. Made up of descendants from the original Star League Defense Force, the warriors of the Clans excel in battle and all things military.

The Clans were created when the Star League Defense Force fled the Inner Sphere almost 350 years ago, following the fall of the Star League. Under the direction of General Kerensky, the army left and formed its own culture in what are now the Clan homeworlds, located approximately one thousand light-years from the edge of the Inner Sphere. This society is very Spartan, focusing on the warrior ethic and dedicated to advancing the technology of the BattleMech.

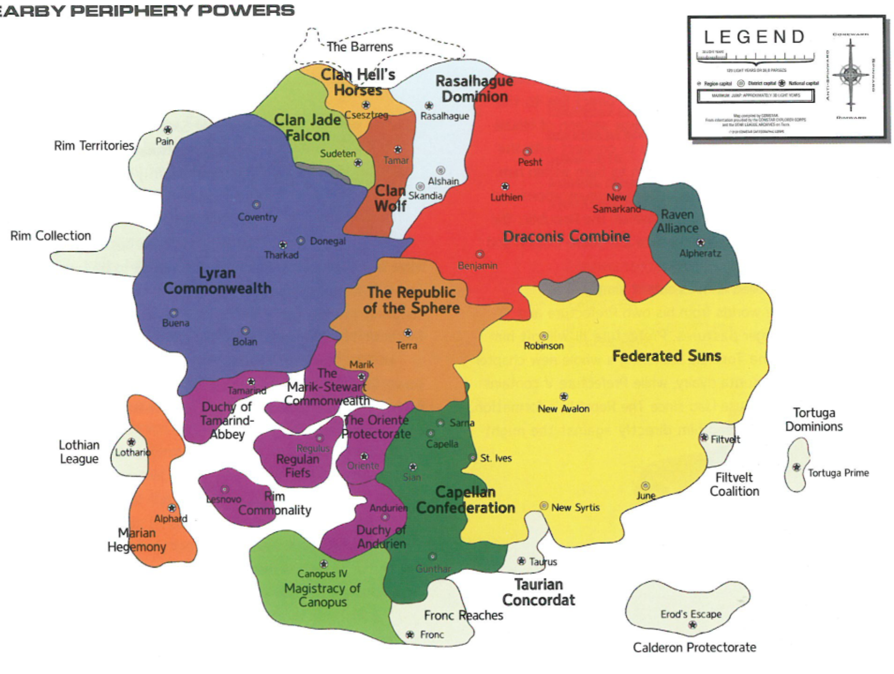
Each of the different Clans has its own flavor. Each is honor bound, but some more and some less. In general, the Clans divide into two camps: the Crusaders, who believed the conquest of the Inner Sphere and Terra (Earth) was their destiny, and the Wardens, who believed the Inner Sphere was theirs to protect against some, as yet, unrealized threat. While most of the Clans are secular, a few Clans are given to mysticism. The common spoken tongue among the Clans is English, however, they never use contractions (it is considered vulgar and lazy) and bear a unique and rich language.

The initial Crusader Clans returned to the Inner Sphere in the year 3050, in the hopes of conquering it and reestablishing the Star League. They were stopped and have since become permanent inhabitants of the Inner Sphere worlds they conquered. Other Clans, not wanting to be kept from the worlds they consider to be paradise, contrived to return to the Inner Sphere.

Though all of the Clans strive to retain their unique ways and culture, these elements of Clan life have slowly begun to erode through continued contact with the Inner Sphere.

Knights-Errant are similar to Knights, except that they handle special missions throughout The Republic and the Inner Sphere. Their roaming duties rarely allow their return to Terra and they serve their terms visiting literally dozens of worlds during their careers. If a Knight-Errant needs to be replaced, any Knight may choose a replacement. • Once a Knight-Errant has proven his worth, a Paladin may sponsor him for a more supervisory, central role in the knightly organization. Selection takes place in one of two ways: a promotion is conferred as a reward for remarkable service, or the candidate succeeds in a series of grueling tests. • The Exarch selects Paladins from the Knights of the Sphere to represent the epitome of knighthood. Candidates must prove their undying loyalty to The Republic, though not necessarily to the current Exarch, and they must be above reproach. Additionally, they must undergo a series of intense military and psychological tests. Once chosen, Paladins act as advisors to the Exarch and as leaders to the Knights. Given the prestige, honor and power he or she wields, a Paladin's presence resolves nearly every conflict in their favor. • Only seventeen Paladins serve at any one time.

MAP OF THE INNER SPHERE
AND NEARBY PERIPHERY POWERS



FACTIONS

Many different factions exist in the MechWarrior universe, each with its own flavor, desires and goals.

The Republic of the Sphere

Founded by Devlin Stone in 3081 and consisting of ten Prefectures, The Republic of the Sphere was formed of worlds ceded to it by treaty with the Great Houses and Clans following the final defeat of the Word of Blake forces. The Republic's motto is "Ad Securitas per Unitas," meaning Liberty through Unity; the Latin word "securitas" means not only "freedom" but "security," in acknowledgment of the violent past for which this region of space is famously known.

House Kurita (Draconis Combine)

House Kurita bases its structure on the feudal Japanese model of the Shogunate era, in which honor is more important than life, and duty to one's lord ends only in death.

House Davion (Federated Suns)

House Davion follows the feudal model of medieval Europe: the nobility rule and the population owes fealty to its lord, as well as the First Prince.

House Liao (Capellan Confederation)

House Liao, with its Chinese ancestry, rules with all the pageantry and severity of the imperial dynasties and inspires a fanatical devotion in its populace.

House Marik (Free Worlds League)

Wracked by civil war for centuries, House Marik finally shattered into numerous star-states under the pressure of the Word of Blake Jihad. Currently, political alliances comprising anywhere from two to thirty worlds predominate, each vying to establish the Great House of Marik.

House Steiner (Lyran Commonwealth)

House Steiner, with its Germanic/Teutonic heritage, is heavily mercantile; for most of its existence, it has had the most robust economy in the Inner Sphere

Rasalhague Dominion

The Rasalhague Dominion is the first true integration of a Clan and an Inner Sphere faction; the Dominion is Scandanavian in flavor with a strong Japanese overlay, along with a heavy dose of Clan Spartanism.

Raven Alliance

The Raven Alliance is a strange union of military and political expediency that combines the Machiavellian Clan Snow Raven with the Amish-like Outworlds Alliance.

Clan Wolf

Like its namesake, Clan Wolf believes in its own strength and its right to take whatever it needs.

Clan Jade Falcon

More so than any other Clan, the Jade Falcons fully embrace the ideal that they are the successful results of a generations-old breeding program to produce the ultimate warriors.

Clan Nova Cat

Unknowable. Impenetrable. Alien. These are just a few of the words used to describe the Nova Cats, who rely on visions and portents to guide them to a future only they know.

Clan Hell's Horses

All Clans idolize their warriors, but the Hell's Horses do not celebrate the abilities of their warriors so much as their inherent fierceness, courage and tenacity in the face of the enemy.

Clan Sea Fox

Clan Sea Fox—known briefly as Clan Diamond Shark—are nomadic warrior-merchants who roam the Inner Sphere looking for opportunities, advantages and concessions that can be won through a good fight or a better bargain.

Periphery

Beyond the uncharted reaches of space lie additional factions, single-world powers and pirates that prey upon the Inner Sphere.

Mercenaries

In a universe at war, there will always be those willing to sell themselves to the highest bidder to fight someone else's war.

The entire HPG network consists of transmission and receiver stations on most inhabited worlds. Stations are classified as either "A" or "B." Class A stations are the main hubs of the network. Class B stations are generally located on less populous worlds and serve as transmission nodes throughout the nearby system of planets. These stations are usually manned by members of a quasi-religious group called ComStar, which maintains technology for the good of all humanity. • Based on the same principles that allow JumpShips to instantly travel between stars, a

hyperpulse generator transmits signals across a distance of up to fifty light-years. Each station transmits on a regular schedule. Messages are processed serially and placed in a queue until they can be transmitted. Each station transmits all the messages it has been paid to send to all other stations within its range. Those stations then add their own messages to the batch and pass them on to the next stations in line and so on, until the messages reach their final destination.

A pair of Balac VTOLs safeguards a Crane Transport.

Combined-arms combat consists of the integrated deployment of various types of military assets as a single force. Instead of using only a battalion of infantry, a company of vehicles, or a single 'Mech to achieve a military objective, the combined-arms approach dictates that all units have strengths and weaknesses, and that the specific weaknesses of each unit can be offset by the strength of another. In this way, standard infantry, battle armor, vehicles and 'Mechs all work together as a cohesive whole to defeat the enemy. Though variations exist, all factions make use of the combined-arms approach.

BattleMechs are the kings of the battlefield, able to smash aside almost any other combat unit or obstacle. Infantry are generally cheap in comparison to other combat units and so can be fielded in mass numbers; infantry are also critical to holding a target once it has been taken. Vehicles, however, are the unsung workhorses of the armies of the Inner Sphere.

Thanks to their lower cost, higher availability, and general ease of repair over BattleMechs, armor units outnumber BattleMechs by a ratio of more than fifteen to one. To one extent or another, some type of military vehicle is found on almost every inhabited world in the Inner Sphere.

Armor units include the following: wheeled (any number of axles), hovercraft and tracked (the conventional two tracks, half tracks and so on), armored personnel carriers, artillery, VTOL (Vertical Takeoff and Landing), which includes both the conventional rotary-wing craft (helicopter) and tilt-rotor aircraft (the engine mountings rotate in a 90-degree arc), wet navy vessels (though these are rare and come into play only when a target is in, on, or near a large body of water), and any other type of vehicle that can mount a weapon and be equipped with defensive armor.

VEHICLES

Specialized vehicles also exist. For example, due to their lower cost to purchase and maintain, conventional fighter planes (weighing 50 tons or less) still see widespread use; however, their limited versatility, along with inferior firepower, make such craft second-class air assets when compared with aerospace fighters.

Though deprived of the glory of BattleMechs and the compassion of individual warriors in the public's eyes, the common vehicle is the heart of any army: the glue that binds a hodgepodge of units into a cohesive hammer to smash aside the enemy.

TAMERLANE STRIKE SLED

MASS: 20 TONS
MOVEMENT TYPE: HOVER
POWER PLANT: MAGNA 155 FUSION
CRUISING SPEED: 129.6 KPH
MAXIMUM SPEED: 194.4 KPH
ARMOR: MAXIMILIAN 43
ARMAMENT:
1 DIVERSE OPTICS TYPE 2 MEDIUM LASER
1 MARKLIN MINI SRM 2-PACK

Once in place, a MHI Towed Artillery unleashes devastation.

JESII STRATEGIC MISSILE CARRIER

MASS: 95 TONS
MOVEMENT TYPE: TRACKED
POWER PLANT: 190 DAV
CRUISING SPEED: 22 KPH
FLANKING SPEED: 32 KPH
ARMOR:
LEXINGTON LTD.
ADVANCED GRADE
ARMAMENT:
4 FARFIRE LRM 20 RACKS
2 FARFIRE LRM 10 RACKS

At the end of the twenty-fourth century, after centuries of wars that achieved the complete destruction of cities, continents and even entire planetary ecosystems using poisons, pollutants and devastating nuclear strikes, rules of limited war were established as a way to conduct wars without causing unnecessary civilian casualties. Military attacks against BattleMech factories, military bases and aerospace ports were deemed acceptable; shelling civilian buildings, poisoning water supplies and using tactical nuclear devices break the tenets of limited war. In order to prevent whole worlds from being rendered uninhabitable, battle for planetary control is now determined through strategic conflicts between opposing armies rather than through campaigns of terror or destruction. Though there have been lapses since that time—specifically during the First Succession War in the late twenty-eighth century and, of course, the Jihad, which saw the Word of Blake use nearly every weapon of mass destruction ever devised by man, including throwing asteroids—the age of nuclear strikes, planetary devastation and scorched-earth policies is hopefully a thing of the past.

TRACKED AND WHEELED

Tracked vehicles (named for their continuous caterpillar treads), which are simply referred to as tanks, are the most resilient types of armored vehicles and can successfully maneuver through all but the roughest terrain. Commonly armed with turret-mounted heavy weapons, some of the heaviest vehicles of this class can inflict a great deal of damage, even to a BattleMech; however, their slow speeds are a drawback, and their treads are often difficult to repair or replace.

Wheeled vehicles are cheaper and easier to maintain and so are more common than tanks. Compared with tracked vehicles, wheeled vehicles move faster, while still mounting effective weapons. They cannot easily traverse rough terrain, however, and often get stuck in thick mud and bogs. Due to these terrain restrictions, most commanders assign wheeled vehicles to relatively open terrain and cities to serve as convoy escorts or fire-support vehicles for dismounted infantry. Because they tear up the roadways much less than tracked vehicles, they are ideal for garrison troops.

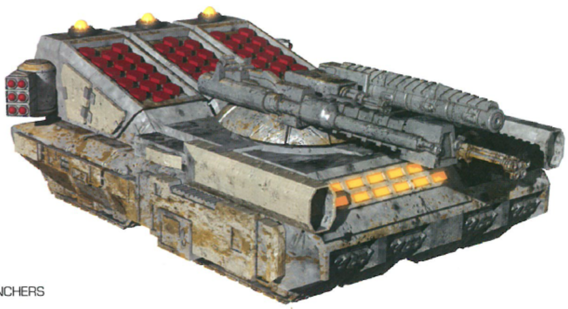
Vehicles are classed according to their weight: light vehicles weigh 5 to 35 tons; medium vehicles 40 to 55 tons; heavy vehicles 60 to 75 tons; assault vehicles 80 to 100 tons. Wheeled vehicles have a maximum weight of 80 tons; tracked have no weight restrictions.

DEMON MEDIUM TANK

MASS: 45 TONS
MOVEMENT TYPE: WHEELED
POWER PLANT: 295 GM
CRUISING SPEED: 76 KPH
FLANKING SPEED: 119 KPH
ARMOR: LEOPARD II ARMOR
ARMAMENT:
4 GM MINIGUNS
2 BLAZEFIRE LONGSHOT MEDIUM LASERS

MARS ASSAULT VEHICLE

MASS: 100 TONS
MOVEMENT TYPE: TRACKED
POWER PLANT: FUSION 200
CRUISING SPEED: 22 KPH
FLANKING SPEED: 32 KPH
ARMOR:
COMPOUND ZETA
FERRO-FIBROUS
ARMAMENT:
1 SERIES 7N EXTENDED-RANGE LARGE LASER
1 CRG GAUSS RIFLE
2 SERIES IX MACHINE GUNS
1 TYPE KOV LB-10X AUTOCANNON
3 TYPE XV "CROSSBOW" LRM-15 LAUNCHERS WITH ARTEMIS IV FCS
2 PATTERN J6C STREAK-6 SRM LAUNCHERS



VEHICLES

For their owners, BattleMechs often take on the character of living, breathing entities. With lineages every bit as prestigious as that of many noble families', some BattleMechs have taken on a notoriety that surpasses that of their pilots. • Aleksandr Kerensky and his *Orion*. Natasha Kerensky and her *Warhammer*. Phelan Kell and his *Wolfhound*. Even modern warriors like Dereck Hasbani and his *Atlas*. Like the samurai's swords, such 'Mechs are steeped in tradition, the MechWarrior becoming his 'Mech and cherishing it more than life itself. • No 'Mech can possibly be more famous, however, than *Yeng-lo-wang*. A *Centurion* design first piloted by Justin Allard on Solaris VII, *Yeng-lo-wang* moved into the spotlight when Justin stormed the gaming world to rise to champion. His son, Kai Allard-Liao, would rise to even greater heights, arguably becoming the finest MechWarrior to ever live; he died in the fighting between Liao and The Republic and the 'Mech was lost. Danai Liao-Centrella, third daughter of Sun-Tzu Liao, disappeared for some time in the late 3120s and ultimately reappeared to fight in the arenas on Solaris piloting a refurbished *Yeng-lo-wang*.

SM1 TANK DESTROYER

MASS: 50 TONS
MOVEMENT TYPE: HOVER
POWER PLANT: 165 STANDARD
CRUISING SPEED: 86 KPH
FLANKING SPEED: 130 KPH
ARMOR: ADVANCED COMPOUND BETA
ARMAMENT:
4 SERIES 2C LIGHT MACHINE GUNS
1 TYPE 10 ULTRA AUTOCANNON 20

HOVER

Hovercraft are designed for speed and rely on that feature for protection rather than their weak armor and light armament. Having the fastest speed of any ground vehicle and the ability to traverse water makes the hovercraft perfect for numerous strategic and tactical deployments: fast strike and flanking/screening missions, deep penetration raids, and reconnaissance and scouting sorties. Their speed and maneuverability also make them favored troop transports, able to move standard and battle armored infantrymen to the front quickly; the speed with which they are able to retrieve infantry under fire makes them popular with the foot soldier as well.

They also pose some drawbacks. They cost more and require a more advanced technological base than tracked or wheeled vehicles. Because they glide on a pocket of forced air, they cannot travel through even lightly wooded areas. Their air skirts also make tempting targets for enemy gunners; a well-placed shot can easily cripple a hovertank.

Regardless of these drawbacks, the hovercraft is a mainstay of any force and can be found on just about every modern battlefield.

BELLONA TANK

MASS: 45 TONS
MOVEMENT TYPE: HOVER
POWER PLANT: FUSION TYPE 80
CRUISING SPEED: 75.6 KPH
FLANKING SPEED: 118.8 KPH
ARMOR: FORGING HTT05 WITH CASE
ARMAMENT:
1 SERIES 6B EXTENDED-RANGE LARGE LASER
1 TYPE XV "LONG BOW" LRM 15-RACK
2 SERIES HL-II LIGHT MACHINES GUNS
2 TYPE 14B FLAMERS

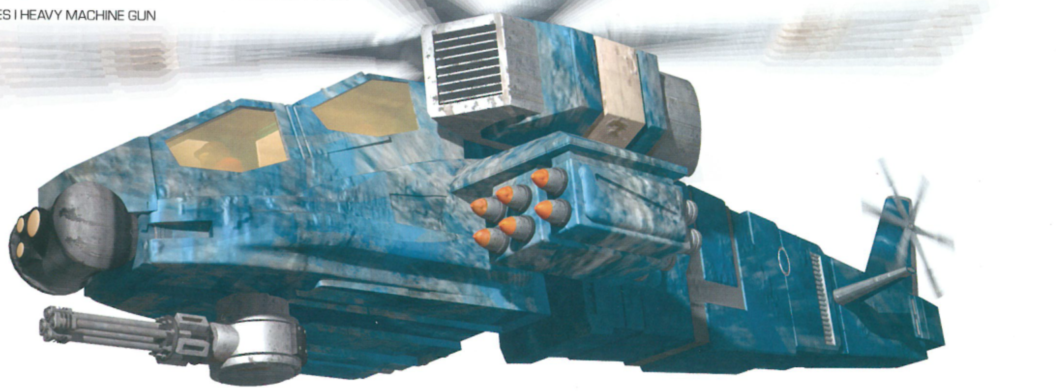
MAXIM MK II TRANSPORT

MASS: 50 TONS
MOVEMENT TYPE: HOVER
POWER PLANT: POWERTECH 165 HIGHLIFT
CRUISING SPEED: 86.4 KPH
MAXIMUM SPEED: 129.6 KPH
ARMOR: ARCSHIELD HEAVY
ARMAMENT: 1 HOVERTEC STREAK SRM-2

VEHICLES

BALAC STRIKE VTOL

MASS: 25 TONS
MOVEMENT TYPE: VTOL
POWER PLANT: 85 STANDARD FUSION
CRUISING SPEED: 86 KPH
FLANKING SPEED: 130 KPH
ARMOR: COMPOUND A1
ARMAMENT:
2 REMER SERIES ALPHA ADVANCED TACTICAL MISSILE 6-PACK
1 SERIES I HEAVY MACHINE GUN



VTOL

VTOLs (Vertical Takeoff and Landing) are craft that can lift off and land, using either the traditional rotary or tilt-wing method, without a runway; they are generally used to support a battle on the ground. Highly maneuverable and capable of landing almost anywhere, VTOLs are often assigned to reconnaissance missions, where their speed and ability to bypass all terrain while limiting their exposure to weapons fire allows them to shine. Cargo-carrying VTOLs also transport troops and supplies to and from remote locations and difficult terrain.

Due to the high torque required for their operation, VTOL rotors cannot be heavily armored and so can absorb very little combat damage. More VTOLs are destroyed by rotor hits than by any other type of damage. Additionally, when weapons are mounted on such craft, by necessity they carry a much smaller payload than their ground-bound counterparts.

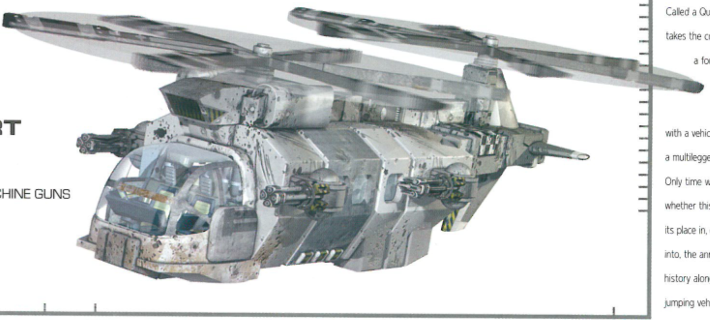
Regardless of their high vulnerability to damage—VTOLs and their pilots suffer the highest mortality rate of any type of combat vehicle—and the lighter weapons load, a VTOL's extreme speed and air maneuverability provide a unique weapons platform. Such gunships are fast and deadly craft that can be devastating to ground forces when employed properly.

DONAR ASSAULT HELICOPTER

MASS: 21 TONS
MOVEMENT TYPE: VTOL
POWER PLANT: FUSION 50
CRUISING SPEED: 97 KPH
FLANKING SPEED: 151 KPH
ARMOR: COMPOUND A2F FERRO-FIBROUS
ARMAMENT:
1 SERIES 7J EXTENDED-RANGE LARGE LASER
2 PATTERN J2 STREAK-2 SRM LAUNCHERS

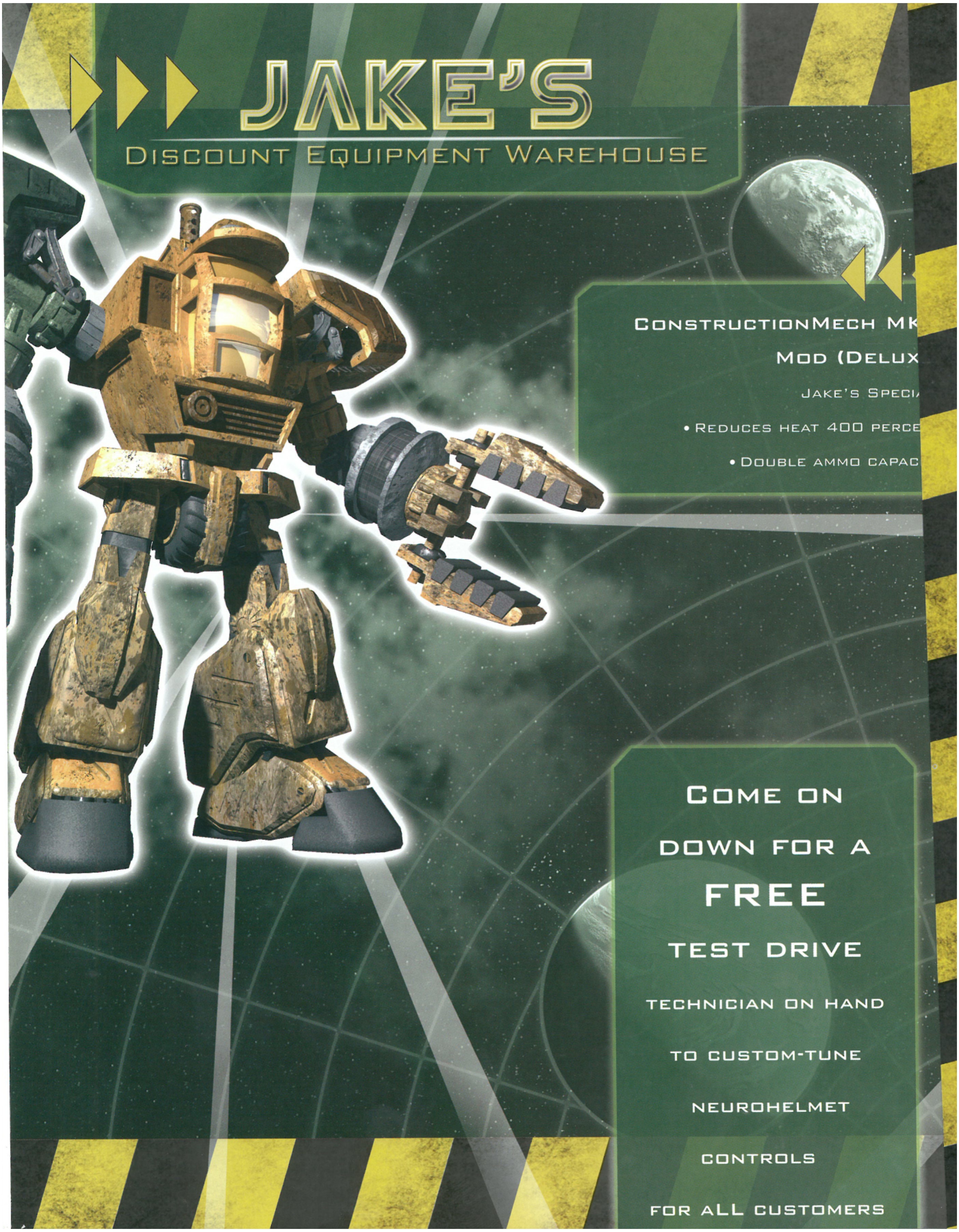
MHI CRANE HEAVY TRANSPORT

MASS: 30 TONS
MOVEMENT TYPE: VTOL
POWER PLANT: 100 HERMES
CRUISING SPEED: 86 KPH
FLANKING SPEED: 130 KPH
ARMOR: STAR SLAB/3
ARMAMENT:
4 SCATTERGUN LIGHT MACHINE GUNS



Since the advent of the BattleMech nearly seven hundred years ago, no new military units introduced in that time have been able to eclipse its preeminence. • Quad (four-legged) 'Mechs appeared within two centuries of the first bipedal 'Mech, but their limited fields of fire, regardless of their stability and greater armor, limited their effectiveness. • Battle armor, though no competition to a 'Mech, have found an important place on the battlefield, giving soldiers greater protection and allowing small, elite squads to endanger even BattleMechs. • The ProtoMech, half-sized 'Mechs that work closely in units of five, have

assured their small but continued presence on the battlefield by dint of relatively low cost. The extreme nature of the invasive, enhanced imaging surgery needed to pilot them, along with their high-level technology, reserves them for use by only the Clans. • The newest entry, believed to still be in the experimental stage, is being developed by Clan Hell's Horses. Called a QuadVee, it takes the concept of a four-legged 'Mech and fuses it with a vehicle, creating a multilegged tank. Only time will tell whether this unit finds its place in, or disappears into, the annals of history along with the jumping vehicle.


JAKE'S
DISCOUNT EQUIPMENT WAREHOUSE
CONSTRUCTIONMECH MK
MOD (DELUX
JAKE'S SPECI
• REDUCES HEAT 400 PERCE
• DOUBLE AMMO CAPAC
COME ON
DOWN FOR A
FREE
TEST DRIVE
TECHNICIAN ON HAND
TO CUSTOM-TUNE
NEUROHELMET
CONTROLS
FOR ALL CUSTOMERS

M1 MARKSMEN TANK (XL VARIANT)

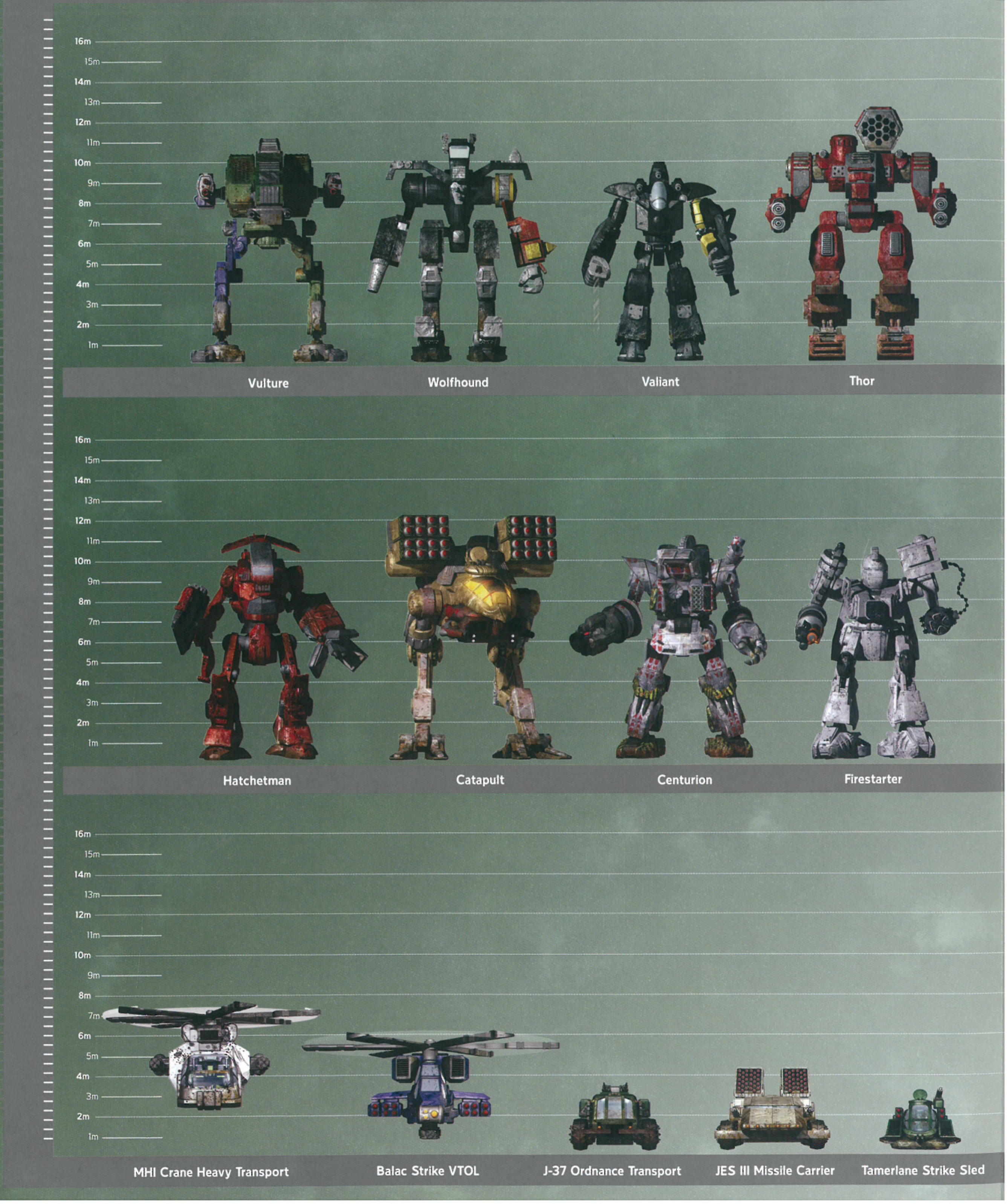
For the right price, this monster can be yours. Previously available only to Republic Armed Forces.

- A new 285 extra-light engine allows the mounting of twin double-firing Shigunga MRM 20 packs
- Increased armor means you'll come home more often!

- CHEAPER THAN FROM THE MANUFACTURER
- SPECIAL FINANCING
- TRADE-IN ALLOWANCE
- WILL PAY SOLID C-BILLS FOR ANY VALUE TRADE-IN
- FREE AMMO WITH ANY PURCHASE (FOR A LIMITED TIME)

WE'VE GOT YOUR ARMS

SIZE COMPARISON CHART



Uller
Sun Cobra
Sphinx
Targe
Shadow Cat II
Black Knight
ConstructionMech MKII MOD
Firestarter
Blade
Arbalest
Belona Tank
DI Morgan Assault Tank
Long Tom Artillery
J1100 Recovery Vehicle
Maxim MK2 Transport

Shockwave
Black Hawk
Mongoose II
Ocelot
Locust
Cougar
MiningMech MOD-B
AgroMech MKII
Thunderbolt
AgroMech MKII MOD
MIT23 M.A.S.H. Vehicle
Saxon APC
DI Towed Artillery
Giggins APC
Sniper Artillery
Thumper Artillery

Legionnaire
Atlas
Zeus
Tundra Wolf
AgroMech MOD-B
Spider
Mad Cat III
Jupiter
Trike Squad
SRM Team
Raiden Battle Armor
Shock Troopers
Hauberk Battle Armor
Laser Team
Elite Infantry
Kage Battle Armor

INFANTRY

Every inhabited planet in the Inner Sphere can boast a heavy infantry defense force, the most basic of all combat elements. Despite the awesome power of BattleMechs and armored vehicles, the standard foot soldier remains the backbone of every modern military force. Poorer worlds rely almost exclusively on these brave men and women to defend against invaders, and wealthier worlds need them to support any military command.

Standard infantry are categorized as foot, motorized (with dedicated vehicle transport, such as armored personnel carriers), or jump (specialized jump packs that allow a trooper to "bound" across the battlefield).

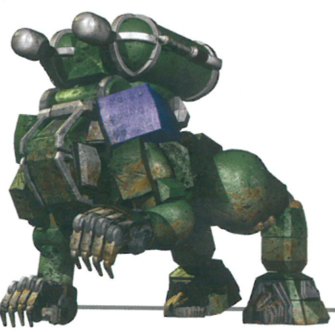
The main benefits of infantry to a modern army are the relatively low monetary outlay required to train and equip a cohesive infantry force for battle and the sheer number of troops that can be raised from a local population. Furthermore, infantry remain the single most valuable force capable of taking, securing and holding an objective, in ways that even a BattleMech cannot accomplish. The major limits on infantry are their extreme vulnerability to modern heavy weapons and the relatively lightweight firepower they bring to a field; in some cases, even these factors can be mitigated.

Infantry can be trained in anti-BattleMech tactics, which involve elite groups of infantry swarming a BattleMech and placing explosives in strategic places to cripple and even sometimes capture a 'Mech.

A squad of Cavalier battle armor accompanies a *Jupiter* in an assault.

Additional elite infantry can include combat engineers and marines, who specialize in boarding actions (both offensive and defensive) on DropShips and JumpShips. Though such units are more expensive to raise, train and equip than conventional infantry assets and are usually far too valuable for use in a standard order of battle, they can snatch victory from the jaws of defeat if employed wisely by an astute commander.

Modern battle armor (or power-armored infantry) provide infantry with physical protection far superior to what standard infantry armor conveys. With its myomer-enhanced strength and maneuverability, battle armor can carry and bring to bear weaponry that can bring down an unwary MechWarrior. As might be expected, battle armor squads are far more expensive to raise and maintain and require a significantly higher technological base.



An *Atlas* protects itself from enemy infantry with Clan Battle Armor.

What happened to the HPG net? Nearly every nation's intelligence agency has launched full inquiries into the matter, with no definitive answers surfacing. The clues, though few and far between, are legion, with evidence linking just about every Great House, ComStar, the Clans, pirates and even the return of the Word of Blake (including many of those self-same intelligence agencies) to the deed. Though some concrete evidence has been forthcoming, it remains difficult to draw useful conclusions.• The only "real" evidence that has sparked significant debate is a grainy battle ROM (the exact location shown has not yet been determined) showing a small special ops force fielding unknown battle armor, assaulting a class A HPG station; the battle armor sport an unfamiliar logo of a snake coiled around a blood red sword, set against a sun-disc. It has proved impossible to follow this lead to any further evidence, and many have written it off as a feint to hide the real perpetrators. • As time passes, it becomes increasingly unlikely that the true culprit will be found, quickly setting the HPG collapse on a course to become one of the greatest mysteries of all time.

GNOME : INSIDE AND OUT

The following descriptions provide general details of the various components incorporated in powered suits.

Power

The chassis incorporates a high-capacity power pack that allows the unit to operate for twenty-four hours in combat conditions. A trooper can take certain steps to conserve power and extend operating time, but the suit cannot operate effectively in combat under these constraints. The power pack can be recharged quickly.

Control

The inside of the suit consists of a mass of pressure receptors that detect any movement made by the wearer, then move the suit in the direction required to relieve the pressure. This negative feedback system works in conjunction with the suit to amplify the movement. The suit control systems aid the wearer in the more complex process of jumping.

By its nature, this control system requires that humanoid battle armor be custom-fitted to the trooper intended to use it. For better or worse, this means that not just anyone can jump into a battle armor suit and head off to war.

All nonmovement operations are voice or eye-movement activated; a heads-up display on the faceplate displays information to the trooper.

Musculature

Battle armor relies on the same myomer technology as the BattleMech for strength and ground speed. The force of the contraction is proportional to the power applied across the myomer bundle, with the electronics that control the negative feedback and amplification systems translating the motions of the trooper into the correct signals to perform the required movement.

Life Support

Battle armor offers the trooper wearing it a completely sealed environment, allowing operations in hostile surroundings, such as the vacuum of space and toxic atmospheres. Battle armor incorporates medical monitoring and aid systems that constantly track the condition of the trooper. In the event of injury, the system can administer appropriate medications to keep the trooper alive and mobile.

Propulsion

The most common method of battle-armor propulsion, aside from the myomer musculature, is jump jets. Jump jets allow the suit to leap significant distances and efficiently swarm BattleMechs.

Weapons

A wide variety of weapons can be used in conjunction with battle armor. Most suits can carry one or more heavy weapons capable of inflicting appreciable damage to hard targets, such as BattleMechs, military vehicles and other battle armor units. These primary weapons are often supplemented with missile launchers and anti-personnel weapons.

Chassis

A suit of battle armor consists of a chassis to which all other components are affixed. This chassis is created using a sophisticated metallurgical composite that must be manufactured in a zero-G production plant.

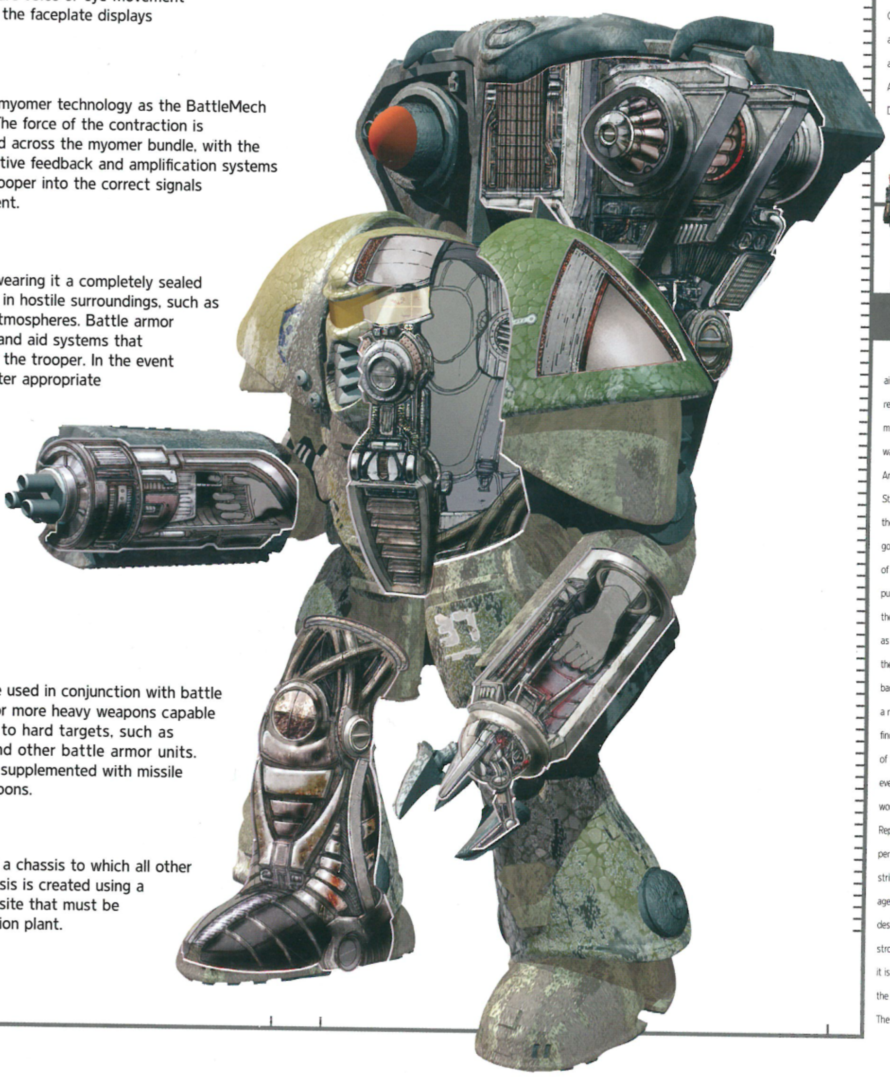
Electronics

All battle armor is outfitted with a suite of sensors to aid the trooper, including communications systems and IR and light amplification systems. These systems allow battle armor to operate in almost any environment, at any time.

Some battle armor is also outfitted with advanced sensors and Electronic Countermeasures (ECM), making them ideally suited for reconnaissance and infiltration duties.

Armor

Over the chassis and the myomer musculature is the suit armor. Made up of interlocking plates, this material is far more effective than any other personal armor. Battle armor can often survive strikes by heavy battlefield weapons and artillery and keep on fighting.



MechWarrior cabals formed (in many cases reformed after decades or centuries of convalescence) across the Inner Sphere in response to the military downsizing that occurred in the final years of the thirty-first century; with such power and prestige in their hands for centuries, many were not inclined to give up so easily. • House Steiner seemed an unlikely candidate to fall victim to such a cabal, given its pragmatic and economically focused populace. Nevertheless, the Brotherhood of Cincinnatus was able to accrue sufficient power and influence to topple Archon Peter Steiner-Davion. • Though their

aims were obviously to retain their power, their motives also included wanting to return the Archonship to a pure Steiner scion. Though they accomplished that goal with the ascension of Adam Steiner (a pureblood and hero of the FedCom Civil War as well as the Jihad), their actions ultimately backfired. Adam ordered a relentless purge to find the perpetrators of the coup, which eventually led to the world of Gacrux in The Republic. After obtaining permission, a surgical strike led by Lohengrin agents on the world destroyed the Order's stronghold hidden there; it is unknown whether the brotherhood survives. The Clans, with their

BATTLE ARMOR

The idea of outfitting individual troopers in powered suits would take centuries to come to fruition after the secret development of the Mark XXI Nighthawk battle armor in 2718. The deployment of the Nighthawk was never made public, and the Star League member-states heard nothing but vague rumors of some kind of weird sneak suit.

Additional development of the concept ended in the Inner Sphere with the fall of the Star League and the Exodus of the regular army. Few examples of the Nighthawk fell into the hands of the Successor States, and the Succession Wars destroyed their chances of duplicating the design—along with the bulk of the Inner Sphere's industrial base.

The origins of modern battle armor can be traced to the pressurized diving units developed by Clan Goliath Scorpion for use in exploiting the resource-rich oceans on the planet Dagda. When Clan Wolf observed these suits in use, they quickly realized their combat potential. The Wolves obtained a few of the suits and set about adapting them for combat by adding armor, weapons and small jump jets.

Clan Hell's Horses, who had been breeding genetically enhanced conventional troops, later called Elementals, faced off against the Wolves in combat and very quickly the two Clans realized that the genetically enhanced Elementals were the perfect hand for the battle-armored fist. Within a short time, battle-armored Elemental troops were deployed throughout Clan forces.

When the Clans attacked in 3050, their enhanced battle armor took the Inner Sphere powers completely by surprise and would change the face of battle forever. Fighting for survival, the Inner Sphere states struggled to duplicate the technology of their attackers. Aided by captured records and a handful of salvaged Elemental suits, the Inner Sphere powers quickly began fielding their own battle-armor designs—all considerably less combat effective than the Clan designs.

ComStar's victory over the Clans on Tukayyid bought the Inner Sphere valuable time in which to advance their battle-armor programs, leading to a slew of new and more powerful designs. Concerned by the massive technological leaps made by the Inner Sphere in developing battle armor, the Clans began to develop new designs of their own to maintain supremacy in the field.

Now, more than a half century after the Clans first invaded, battle armor has become a common sight on every battlefield.

CLAN BATTLE ARMOR

R&D START DATE: NOVEMBER 3061
PROTOTYPE DESIGN AND PRODUCTION: AUGUST 3062
STANDARD PRODUCTION: MAY 3067

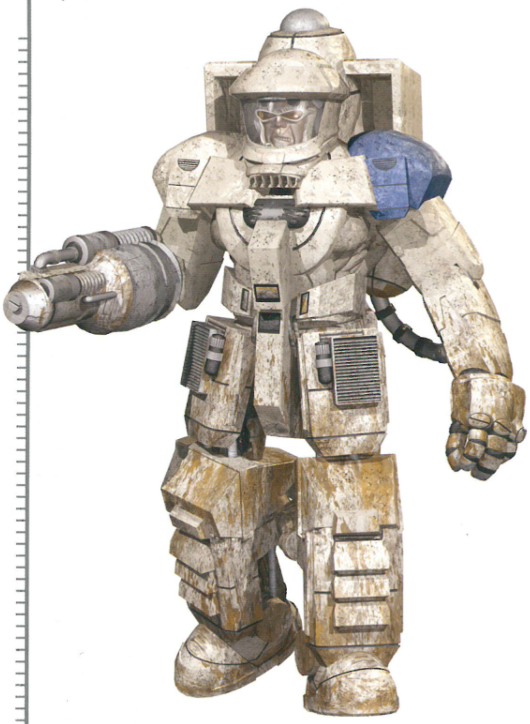
advanced cloning techniques, have the medical technology to radically alter the human form through genetic manipulation. However, though they long ago cast off the Inner Sphere's moral objections to genetic breeding, strict tradition dictates that minimum manipulation occurs. As such, genetic manipulation on a grand scale simply does not exist. • Though no hard evidence has ever surfaced to general public knowledge, the fact remains that many mysterious events can only be explained by assuming such manipulation has taken place; most such incidences have

occurred in the depths of the Periphery but several have unfolded in the Inner Sphere, one even in The Republic. • One theory of how such manipulation might be occurring centers on the Clan's Dark Caste. Though the Clans usually pretend it doesn't exist, malcontents and outcasts of the Clans are all lumped together into what is known as the Dark Caste. Having knowledge and access to the Clan's medical technology and driven to cast off the final moral imperatives against such geneforming by their circumstances, the Dark Caste may have moved into such a realm. For more than three

VARIOUS UNITS

SHOCK TROOPERS

Whatever name they are called, from the Draconis Combine's DEST or the Federated Suns' Rabid Foxes to the Capellan Confederation's Death Commandos, shock troopers are crack warriors, the hyperelite of infantry forces. Armed, armored and trained to take on even BattleMechs without the aid of battle armor, shock troopers are a rare sight in combat, but they make their presence felt whenever they are involved.

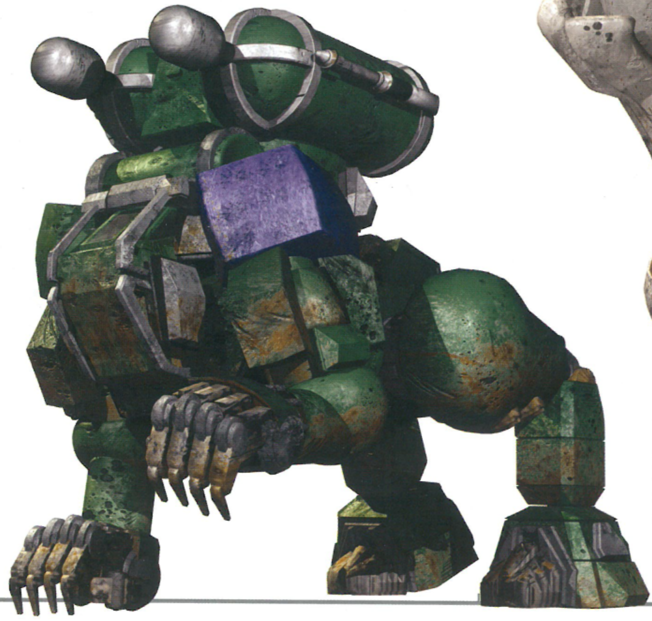


RAIDEN BATTLE ARMOR

R&D START DATE: DECEMBER 3050

PROTOTYPE DESIGN AND PRODUCTION: JUNE 3052

STANDARD PRODUCTION: MARCH 3053



FENRIR ASSAULT BATTLE ARMOR

R&D START DATE: NOVEMBER 3057

PROTOTYPE DESIGN AND PRODUCTION: OCTOBER 3058

STANDARD PRODUCTION: JANUARY 3060

Any large empire has external enemies. At times, however, it is the enemies within that can be the most dangerous. • General history records that the Second Dominion-Combine War in 3098 began over a territorial dispute. The truth (or as much as can be discovered) is much shadier. Kiyomori Minamoto, Warlord of the Pesht Military District, secretly appalled that Clan Nova Cat was allowed to retain its own autonomy and rule over so many Combine worlds, contrived an incident that set the feuding Nova Cats and Ghost Bears at war. With the perfect excuse in motion, Minamoto

marched his troops into the Nova Cat-controlled prefecture to "save them," but with the ultimate plan of fully subsuming them into House Kurita under his control. The length of the war, which did not end until 3101, finally brought these events to Coordinator Hohiro Kurita's attention. Though Hohiro, under pressure from his other Warlords, was forced to leave the Nova Cats on their new reservations, he was able to force Minamoto (though the public explanation was different), to commit seppuku.

VARIOUS UNITS

Modern cybernetic technologies, made possible by the wonders of the recent technological renaissance and the "ethical flexibility" of the covert operations field, have combined to create a small niche in covert equipment: personal enhancements. These enhancements come in two categories: prosthetic upgrades and elective implants.

• Prosthetic upgrades refers to those enhancements that add further capabilities to an operative who has already sacrificed an arm, leg, or other major body part in the line of duty. These upgrades typically modify an existing Type 3 or 4 replacement limb.

• Elective implants refers to a more extreme enhancement in which a quite permanent alteration is made to the subject's body: replacing tissue with myomer for strength and/or armor purposes is just one example. Extreme cost, a rarity of expertise in installation and maintenance, and the dubious nature of trading in perfectly healthy body parts for barely approved technological wizardry, has restricted the implementation of this equipment to only the most fanatical of covert operatives—and semiexpendable "guinea pigs"—in the Successor States.

KANAZUCHI ASSAULT BATTLE ARMOR

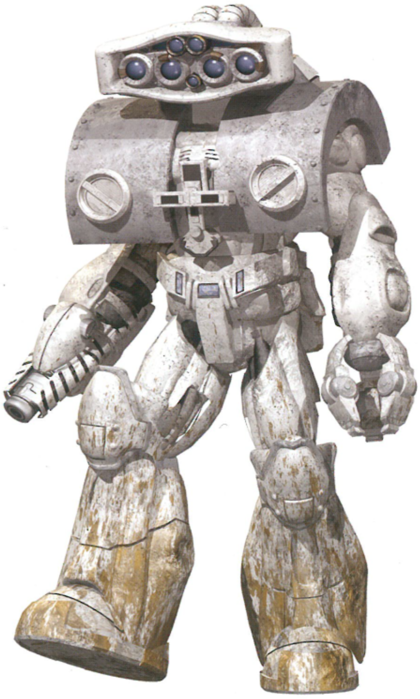
R&D START DATE: JULY 3053

PROTOTYPE DESIGN AND PRODUCTION: NOVEMBER 3055

STANDARD PRODUCTION: DECEMBER 3058

SRM TEAM

As heavy weapons specialists, troopers in an SRM team are often among the favored targets of enemy forces thanks to the sheer damage they can do, even to a mighty BattleMech. Armed with hard-hitting, armor-piercing rocket and portable SRM launchers, teams of these troops can dish out as much firepower as a medium-weight conventional vehicle or even a light 'Mech.



HAUBERK ASSAULT BATTLE ARMOR

R&D START DATE: JANUARY 3069

PROTOTYPE DESIGN AND PRODUCTION: JULY 3069

STANDARD PRODUCTION: APRIL 3070

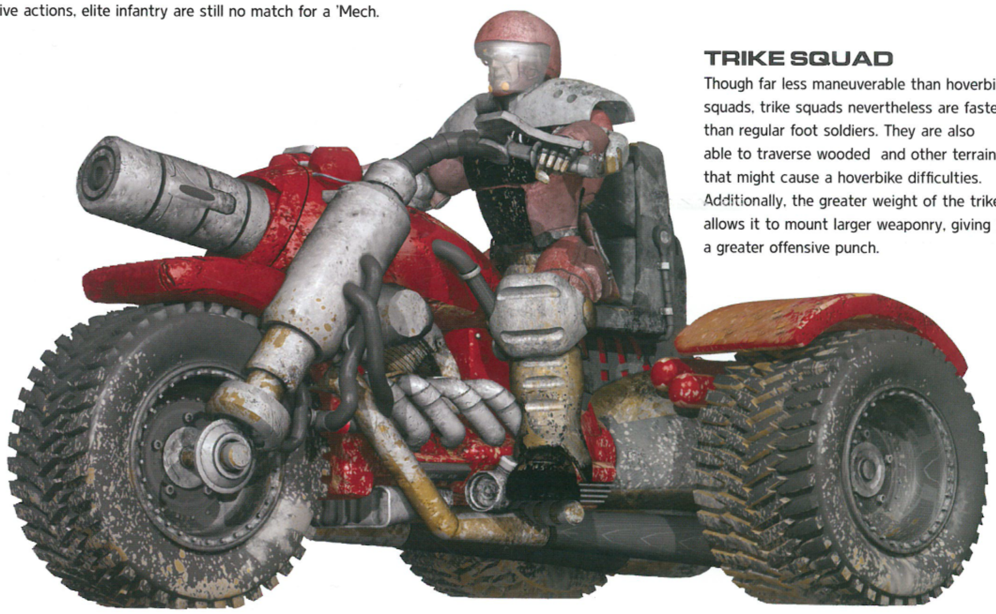
VARIOUS UNITS

ELITE INFANTRY

Elite infantry have advanced training and real combat experience, which combine for tougher, better organized, and well-motivated troops when compared to regular foot platoons. Able to stay in the fight longer, and bringing more accurate and deadly fire to bear both in defensive and offensive actions, elite infantry are still no match for a 'Mech.

KAGE LIGHT BATTLE ARMOR

R&D START DATE: MARCH 3051
PROTOTYPE DESIGN AND PRODUCTION: MAY 3052
STANDARD PRODUCTION: MARCH 3056



TRIKE SQUAD

Though far less maneuverable than hoverbike squads, trike squads nevertheless are faster than regular foot soldiers. They are also able to traverse wooded and other terrain that might cause a hoverbike difficulties. Additionally, the greater weight of the trike allows it to mount larger weaponry, giving it a greater offensive punch.

Any feudal order is dependant upon the loyalty of those below to the liege lord; from a landed noble all the way to a faction's leader. To help cement such loyalties and/or to expand such influences, dynastic marriages are arranged, with most nobles marrying those who will further their position. Love rarely comes into the picture. When nobles choose to ignore such considerations as influence and loyalty, the results are often catastrophic. • Such was the case with Yvonne Steiner-Davion (regent for the throne of House Davion) who married Tancred

Sandoval, Duke and Lord of the Draconis March of the same House. Their marriage, which occurred shortly after the Jihad started, was one of love, not political expediency. With Tancred so often removed from his March, he was eventually ousted by another member of the Sandoval family. • The new Duke continued the policy of most of his ancestors and began a low-level war (unlike Tancred, who had attempted to curb such excess) with House Kurita that continues to this day. The no man's land along the Kurita-Davion border from Wapakoneta to Cassius, where neither power holds sway, is a direct result.

MECHWARRIOR

The **BattleTech/MechWarrior** game was conceived in 1984 as a stand-alone beer-and-pretzels game. When the first box set game appeared on hobby store shelves, however, its amazing art, combined with a deep fictional setting, immediately made it a smash success in the adventure gaming industry. This success already has lasted two decades, with sourcebooks for the original universe still in print and new products continually being released.

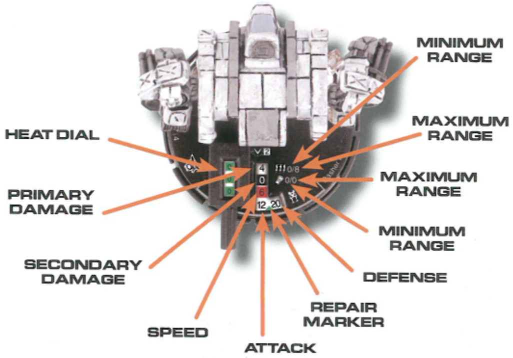
MechWarrior has achieved amazing success in the adventure gaming hobby, but its ability to translate into multiple media has truly vaulted it into the public's eye. During its twenty-year history, the **MechWarrior** universe has been adapted to board games, collectable cards, an animated television series, PC video games, console games, novels, art books, miniatures, toys and a wide array of apparel and general merchandise. Stunning visuals, dynamic storylines and compelling characters have made **MechWarrior** a hit with fans regardless of how it has been presented.

The fan base of **MechWarrior** has grown through the releases of the core products, novels and licensed products, including the millions of copies of the various **MechWarrior** PC games. Devoted fans have created more than 5,000 dedicated websites where hard-core players, casual readers and new fans discuss the universe that has enthralled them for years, or recently captured their imagination.

With such a wealth of creativity to draw from, it is no surprise that the new **MechWarrior: Dark Age** collectible miniatures game is a hit. Building upon one of the most successful science fiction universes, the new setting allows players to jump in from the beginning, as a new chapter in the ever-growing saga of **MechWarrior** unfolds.

Join us for the ride, as we move forward into another decade of brilliant stories and amazing graphics, not to mention plain-old fun game play.

You won't be disappointed.



Combat Dial Base

COLLECTABLE MINIATURES GAME

WHAT IS A COLLECTABLE MINIATURES GAME?

A collectable miniatures game (CMG) combines collectability and prepainted miniature figures with the fun and challenge of chess. All CMGs are sold in Starter Sets and booster packs and are played by two or more players. A typical two-player game lasts less than an hour. One player can build an army out of a single Starter Set and can add to his or her collection by purchasing booster packs.

Larger games are possible, with scenarios taking anywhere from thirty minutes to two hours or more to play. Fast game play is possible due to the innovative combat dial on each miniature. The combat dial contains all of a figure's statistics for attack, defense, movement, and damage, and the figure's special abilities. This allows players to concentrate on the strategy of the game without stopping to cross-reference numbers in charts or rulebooks. The combat dial base also does away with bookkeeping because the figure's statistics change as the dial is rotated during the game.

The plastic figures are created by the best science-fiction sculptors in the industry, and each figure is incredibly detailed. Every game expansion features dozens of new units, with six levels of rarity ranging from Common to Unique. CMGs successfully combine the visual "wow" factor with collectability and a great game experience.

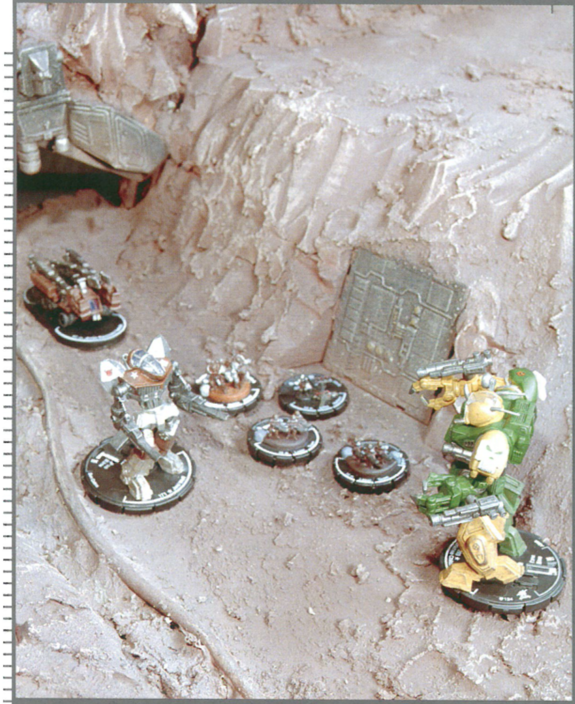
WHAT IS MECHWARRIOR: DARK AGE?

MechWarrior: Dark Age is an exciting and fast-paced miniatures combat game set in a thirty-second-century universe, where war is dominated by three-story high humanoid vehicles called BattleMechs (or 'Mechs for short). Using collectable **MechWarrior: Dark Age** miniatures, you can command your battleforce and compete against other players to help your faction dominate the known universe.

When you and your friends get together for a **MechWarrior** game, you each build a battleforce from your own collection of figures. You can build your battleforce hundreds of different ways, using figures from a single faction or mixing together figures from several different factions. In the current age of war, commanders use the resources they can find, so battleforces of every possible configuration have been seen on the battlefield.

The fully assembled and painted miniatures of the **MechWarrior: Dark Age** game are ready to play out of the box. Each figure is immediately recognizable as a different type of unit, creating a visually exciting battle that can be played again and again.

Trapped in a canyon by Steel Wolves forces, a Bannson's Raider *Crimson Hawk* refuses to abandon its attached infantry.

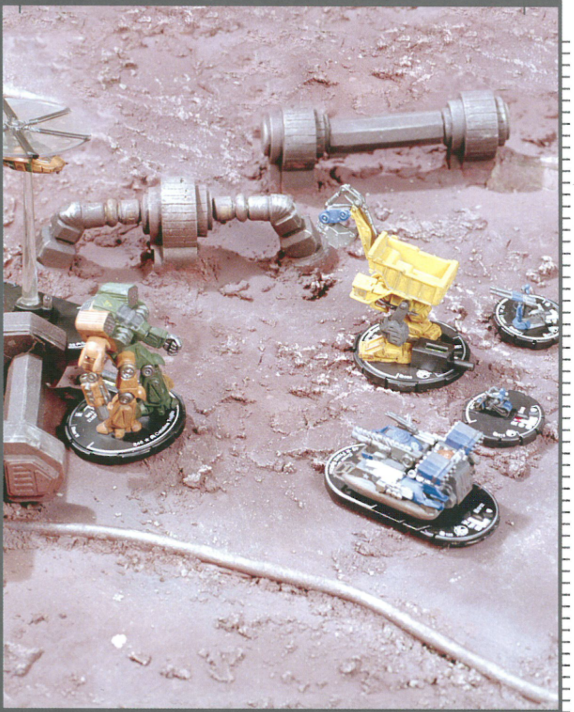


Eriabee Childs' *Atlas* is in trouble with several Steel Wolves infantry nearby.

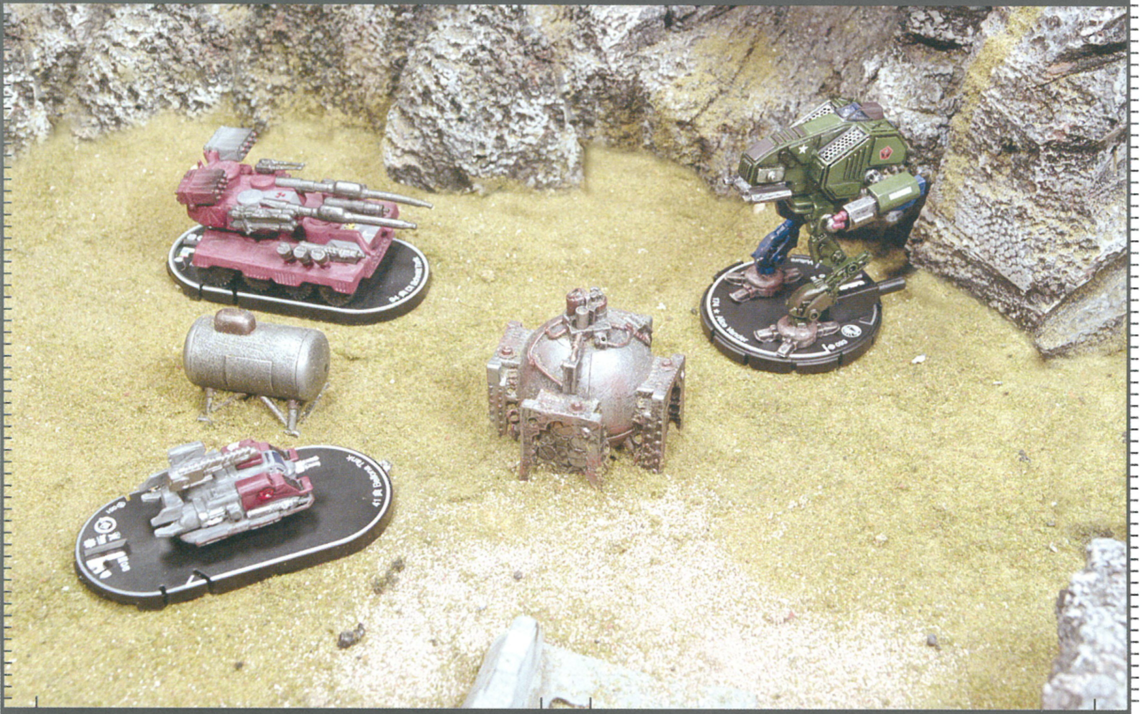
A Dragon's Fury AgroMech finds itself out-matched by a Steel Wolves modified ConstructionMech.

A column of Swordsworn troops hugs the Tribe River as they attempt to deliver artillery and infantry to the front line.

Two VTOLs intercept a Steel Wolves Crane transporting battle armor.



A House Liao force attempts a breakout against a ring of Stormhammers.



Alice Vander of the Swordsworn clearly outclasses the unsupported Dragon's Fury vehicles in her heavy *Vulture*.

Angus Drummond in his *Mad Cat* challenges Viktor Hannan to a duel he cannot ignore, and the *Zeus* and *Mad Cat* clash a top a giant spillway.

A fast-striking Steel Wolves *Legionnaire* finds itself facing a small Spirit Cat battleforce alone.

CREDITS

This book is dedicated to Morton Weisman, who helped shepherd the BattleTech property for so many years. Without his support, encouragement and leadership, the BattleTech/MechWarrior universe would be a much smaller place.

BattleTech/MechWarrior Original Design	Jordan K. Weisman, L. Ross Babcock III, Sam Lewis
MechWarrior: Dark Age Game Design	Matt Robinson, Paul Nobles, Jim Long
MechWarrior: Dark Age Universe	Jordan K. Weisman, Michael Stackpole, Randall N. Bills
For Loyalty or Money (A MechWarrior Short Story)	Randall N. Bills *Jasek Kelswa-Steiner's proclamation written by Herb Beas*
Computer Graphics	Vic Bonilla, John Hudgens, Tom Peters, Mark Selander, Charles Oines, Todd Lubsen, Vision Scape Interactive, Inc.
Universe Maps	Øystein Tvedten
Book Development	Randall N. Bills
WizKids Sculpting Directors	Jeff Grace, Steve Saunders
WizKids Sculpting Staff	Dave Summers, James Carter, Brady Bugge, Jeff Wilhelm, Tim Prow, Brian Dugas, Arwen King, James van Shaik, David Studer, Robert Kyde
Additional Sculpting by	Phil Lewis, Behrle Hubbuch, Brannon Wright
Miniatures Painting	Chris Hart, Earl Clay
Terrain	Jeff Grace, David Studer, Jason Soles, Jordan and Zachary Weisman
Photography	Jennifer Greiner
Photography Direction	Randall N. Bills
Art Direction	Sandra Garavito, Randall N. Bills, Rick Achberger, Vic Bonilla
Layout and Design	Rick Achberger
Additional Layout and Design	Catherine Brigg, Heather Luke
Editing	Sharon Turner Mulvihill

Special Thanks WizKids wishes to thank all the authors, illustrators, graphic and game designers, editors and sculptors who have given their time and effort to creating the worlds of BattleTech and MechWarrior over the years. *Technology of Destruction* represents the culmination of the best work you produced for the BattleTech and MechWarrior universes, and this book would not have been possible without your contributions.

©2003 WizKids, LLC. All rights reserved. MechWarrior, BattleTech, 'Mech, and WizKids are trademarks of WizKids, LLC in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

CHOOSE
YOUR 'MECH

COMMAND
THE TROOPS

CHARGE
INTO BATTLE

MechWarrior

TECHNOLOGY OF DESTRUCTION

- An estimated twenty-five million people have played a MechWarrior or BattleTech game or read a MechWarrior or BattleTech novel since the property's inception in 1984.

- More than eleven million copies of MechWarrior PC games have been sold to date.

- The MechWarrior/BattleTech story line is one of the most successful science fiction lines ever created. More than seventy full-length MechWarrior or BattleTech novels have been published by Penguin Books and translated into more than fifteen languages.

- Over three hundred and fifty different MechWarrior game and toy products have been produced to date.

- Ten million people have played the MechWarrior/BattleTech virtual reality game.

- More than eleven million MechWarrior: Dark Age Collectable Miniatures Game figures are currently in play on tabletops all over the world, giving fans an exciting way to bring the MechWarrior universe to life in their own homes.

- More than five thousand World Wide Web pages have been created to date by the exceptionally loyal, vocal and well-connected MechWarrior online community.

WizKids
WizKids, LLC
11040 Main St., Suite 100
Bellevue, WA 98004
www.wizkidsgames.com
Made in China

MechWarrior
Technology of Destruction

Thundering across battlefields of a hundred future worlds, BattleMechs® are the kings of combat in the MechWarrior® universe. These colossal war machines are explored here in amazing detail. Richly illustrated with beautiful, computer-rendered images of BattleMechs®, weapons and vehicles, *Technology of Destruction* takes you inside the hardware, warfare and politics driving the conflicts that span the star empires of the MechWarrior universe.

Official Product BattleTech® Universe

WizKids Publishing

WizKids, LLC
11040 Main St., Suite 100
Bellevue, WA 98004
www.wizkidsgames.com

ISBN 1-59041-127-7

Item No. WZK2807
$21.95 U.S.

8 07652 02807 5